

Date 11/19/15

- Board Team Final
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board 11/19/15
- Design Board
- Final Board

“Elemental”  
1034-242  
Final Board



Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Kent

Animation Studio  
RDK

DEC 02 2015

1034/242

\* Still This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 1

Sc. Pnl. Bg. day night Sc. Pnl. A Bg. day night

ELEMENTAL  
by Kent

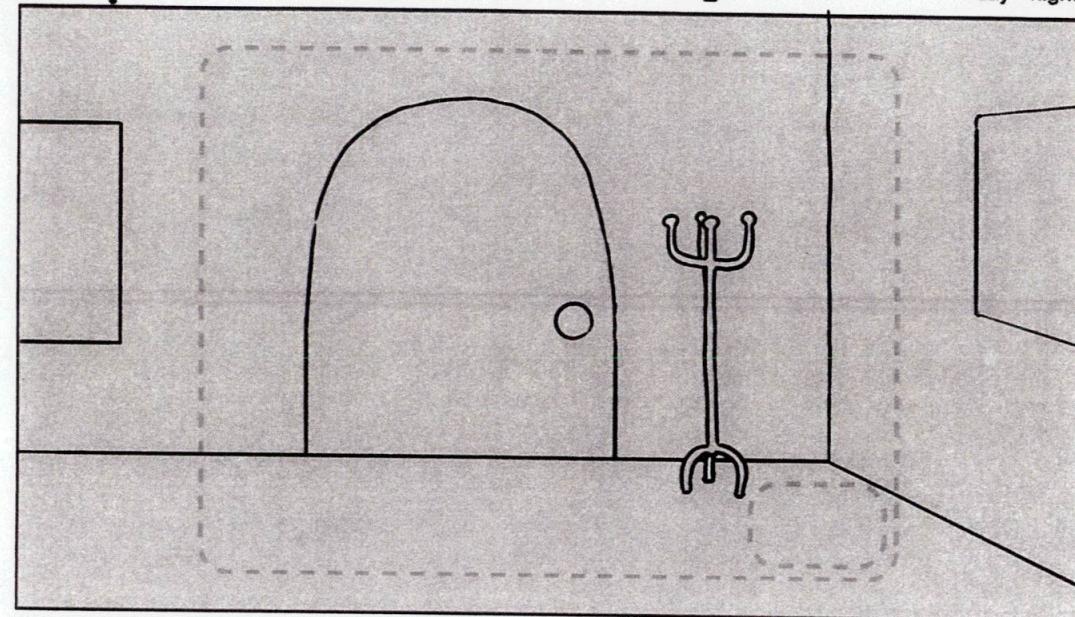
day night

day night

Pnl. A

Bg.

day night



Dialog:

Action:

(STARCHY'S PLACE)

DEC 11 2015

Timing:

Production :

1034-242

EPISODE #

1034/242

1034/242

# ADVENTURE TIME



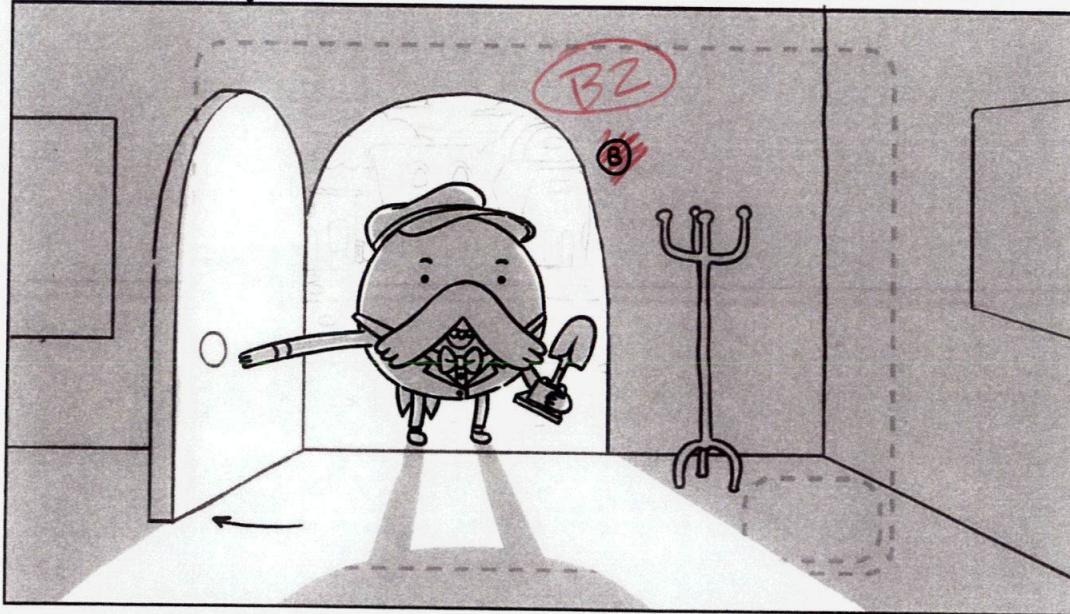
\* This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 1 cont

Pnl. B

Bg.

day night



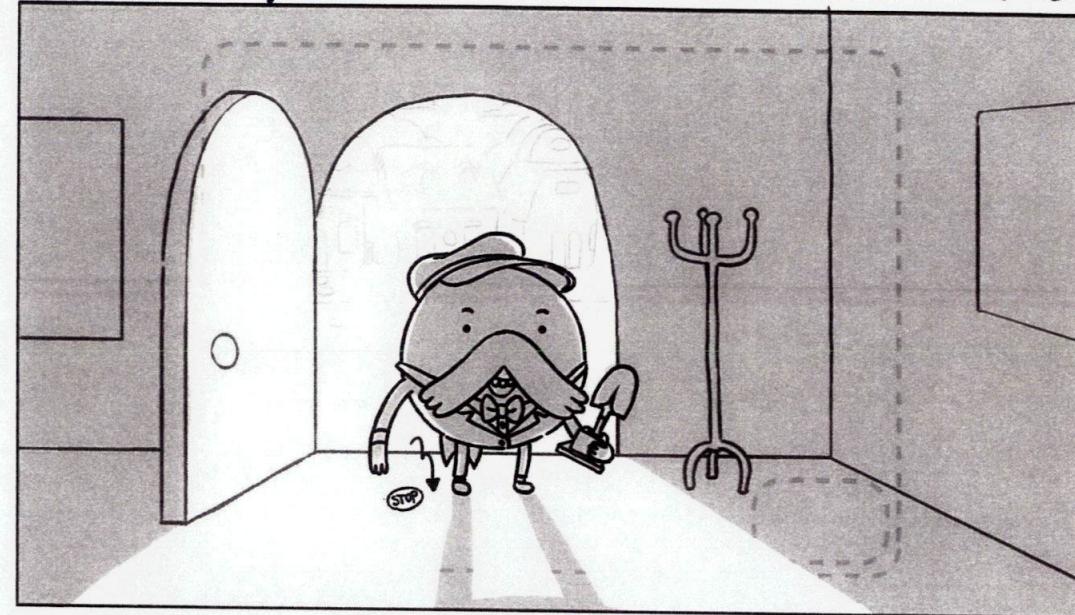
Sc. 1 cont

Pnl. C

Bg.

Page 2

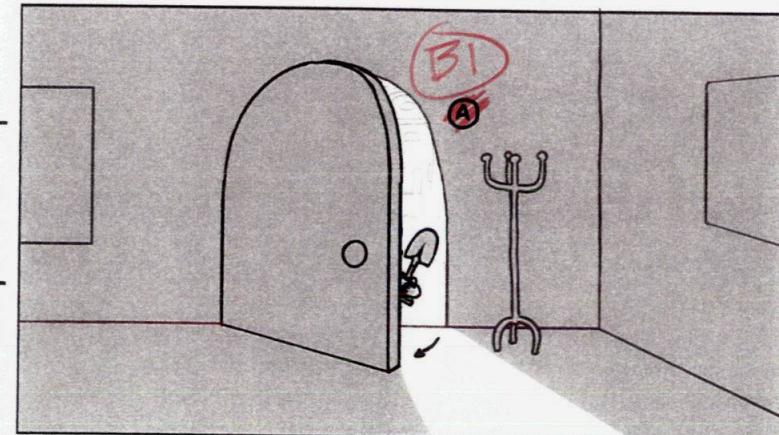
day night



Dialog:

(S) HONEY, I'M HOME!

Action:



Timing:

(S) OOPS I FORGOT I LIVED ALONE

- S. ENTERS ROOM

DEC 02 2015

Production :

1034-242

EPISODE #

1034 / 242

1034 / 242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

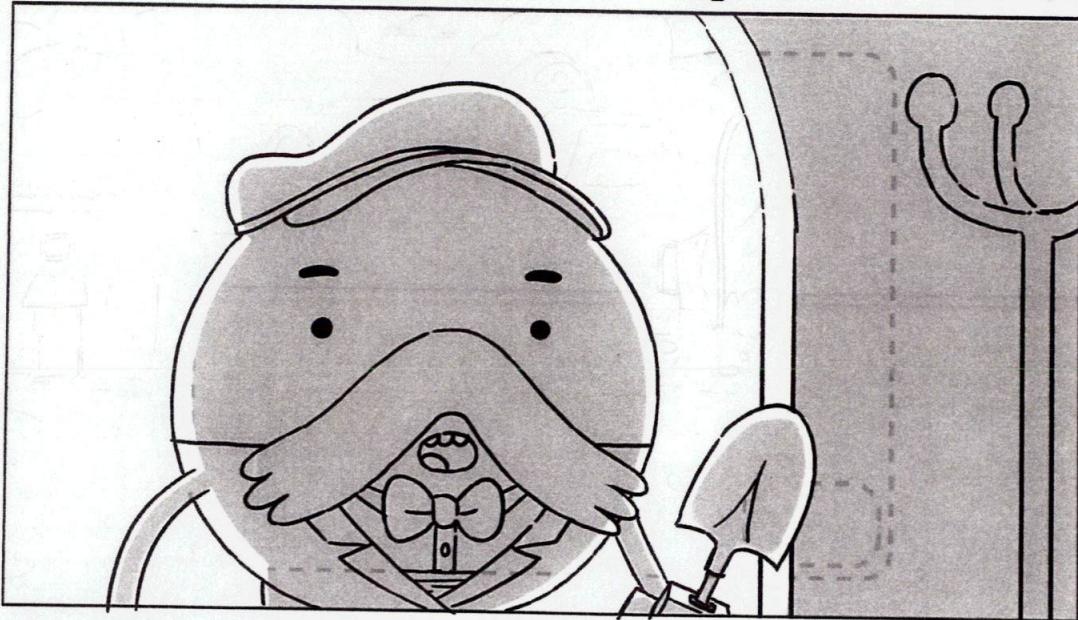


Sc. 2

Pnl. A

Bg.

day night



Dialog:

(S) WELL NO BOTHER ...

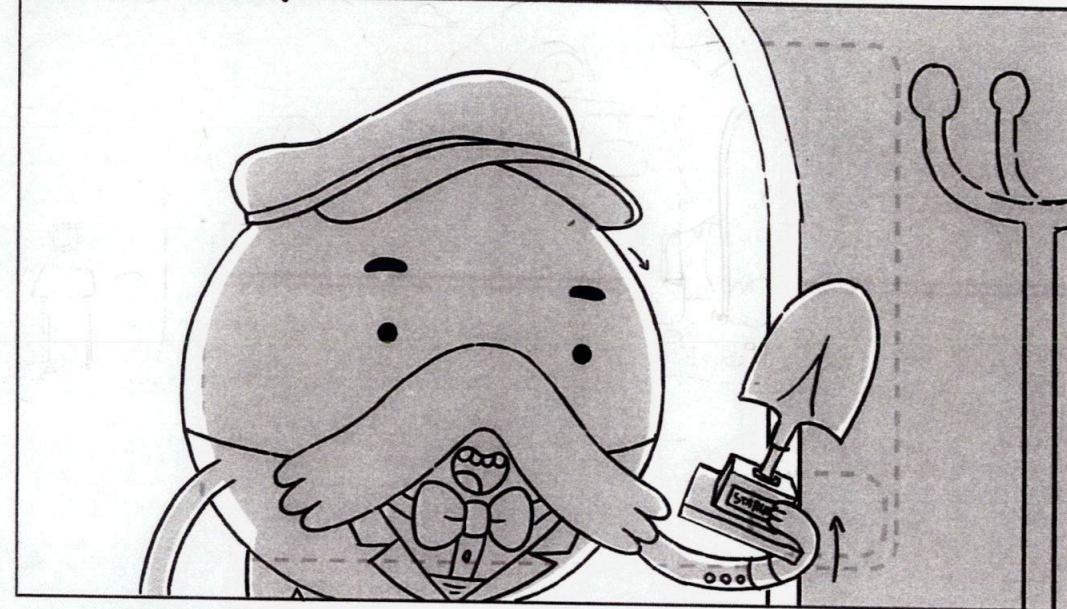
Sc. 2 CONT Pnl. B

Pnl. B

Bg.

Page 3

day night



Action:

- S. HOLDS UP AWARD.

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

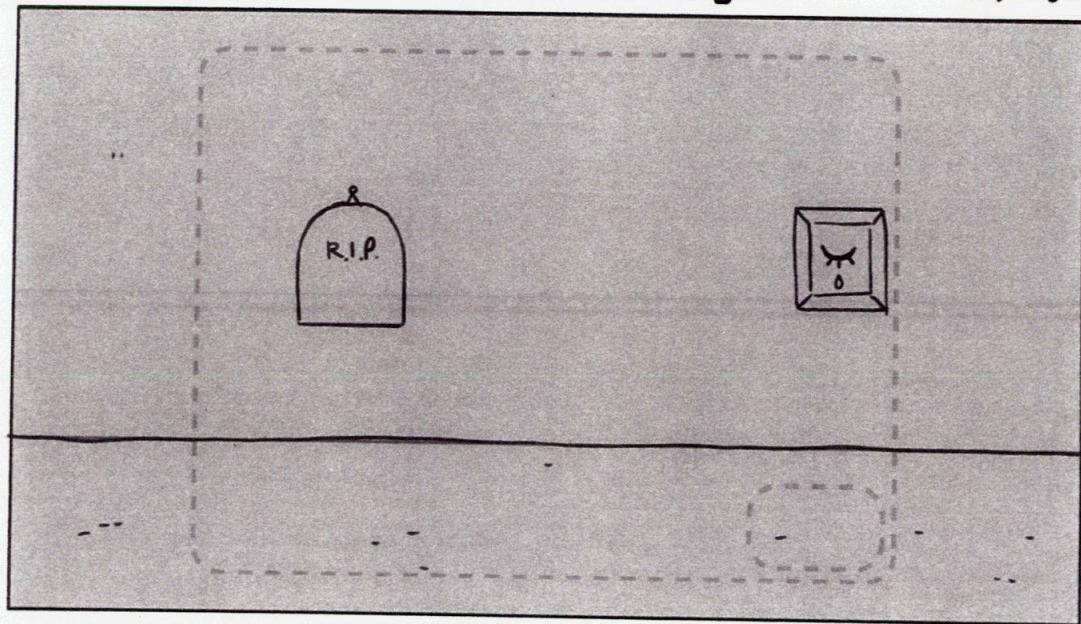


Sc. 3

Pnl. A

Bg.

day night

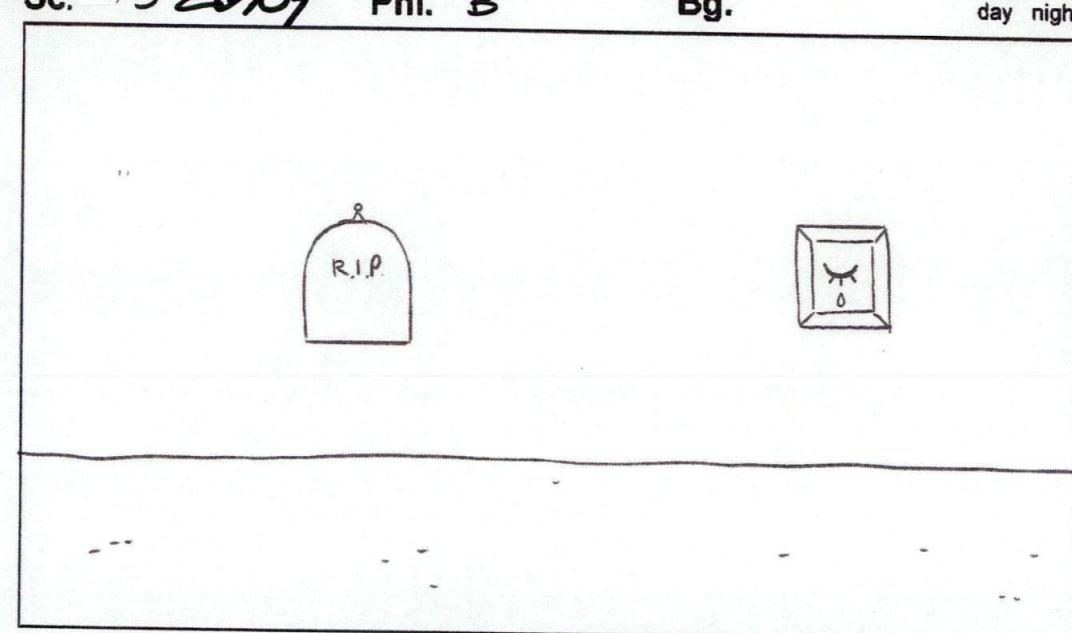


Sc. 3 cont

Pnl. B

Bg.

day night



Dialog:

SFX :CLICK:

Action:

- LIGHTS TURN ON

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

Page 4

day night

1034/242

# ADVENTURE TIME



Sc. 3 cont

Pnl. C

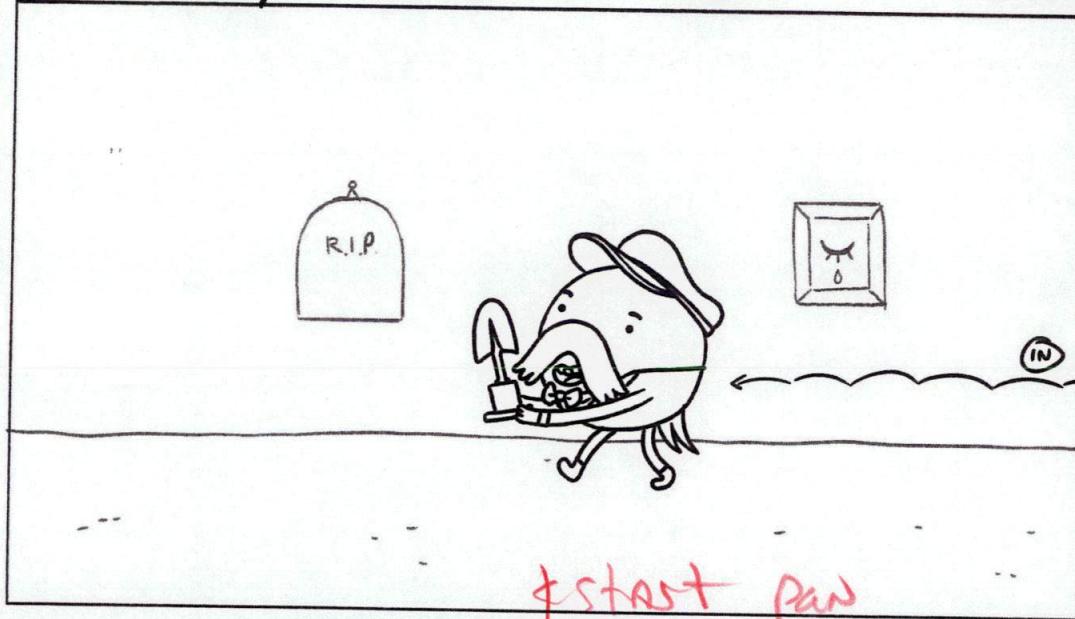
Bg.

day night

Page 5

Bg.

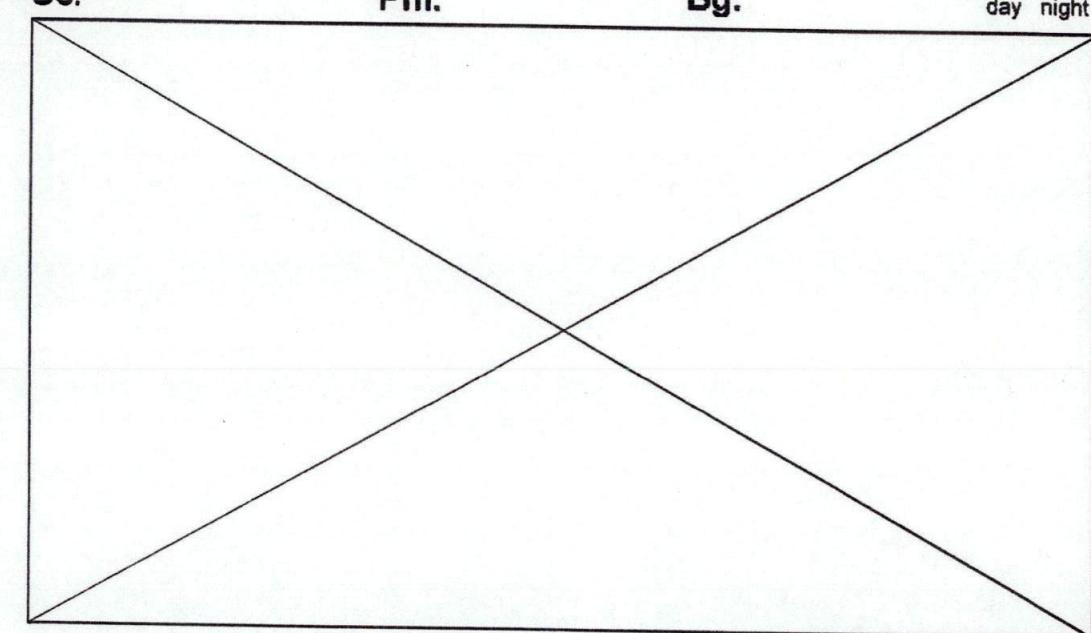
day night



Sc.

Pnl.

Bg.



Dialog:  
S CANDN KINGDOM'S PREMIERE AWARD --

Action:

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 3 cont Pnl. D

Bg.



day night

Sc.

Pnl.

Page 6  
day night

Bg.



Dialog: (S) FOR GRAVE DIGGING EXCELLENCE.

Action:

DEC 02 2010

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

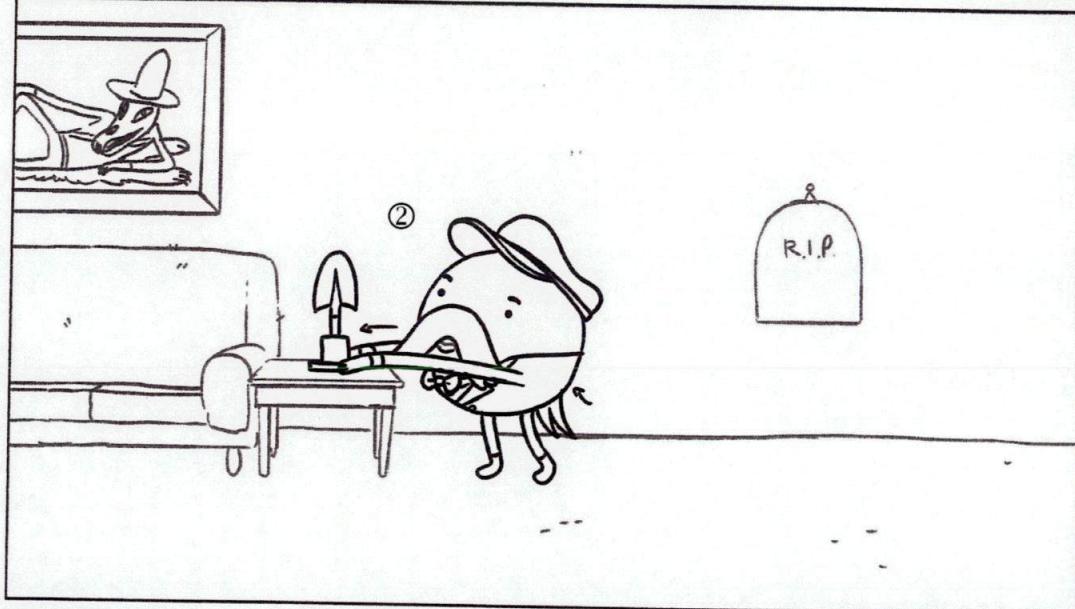
# ADVENTURE TIME



Sc. 3 cont Pnl. E

Bg.

day night



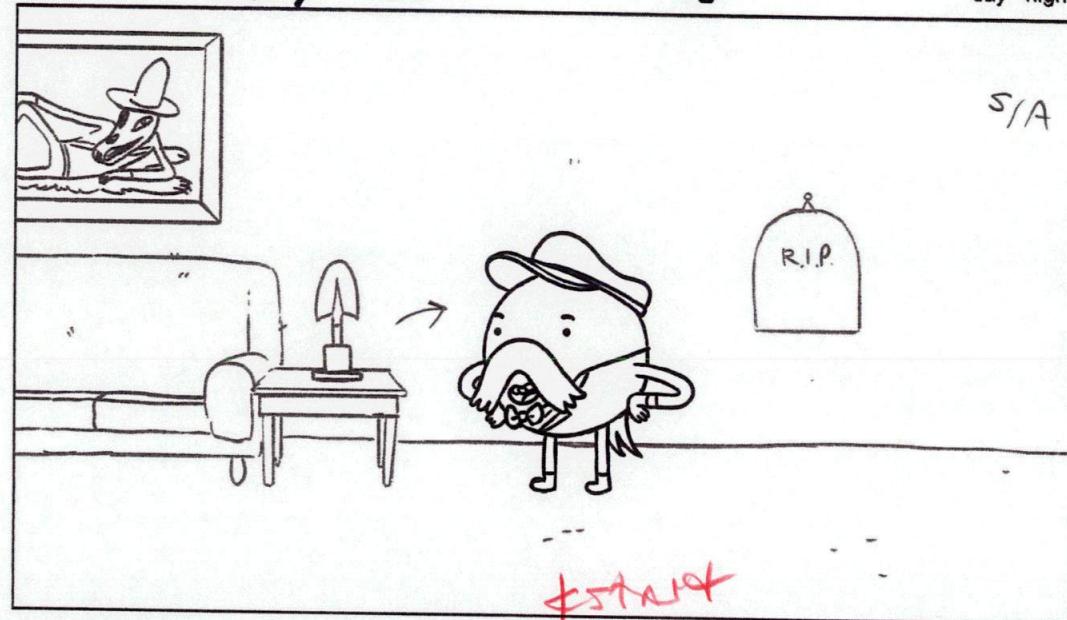
Page 7

day night

Sc. - 3 cont Pnl. F

Bg.

S/A



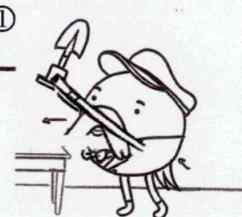
Dialog:

(S) THERE!

(S) HEHEH,

Action:

- S. SETS DOWN TROPHY ON TABLE



DEC 02 2015

Timing:

Production :

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



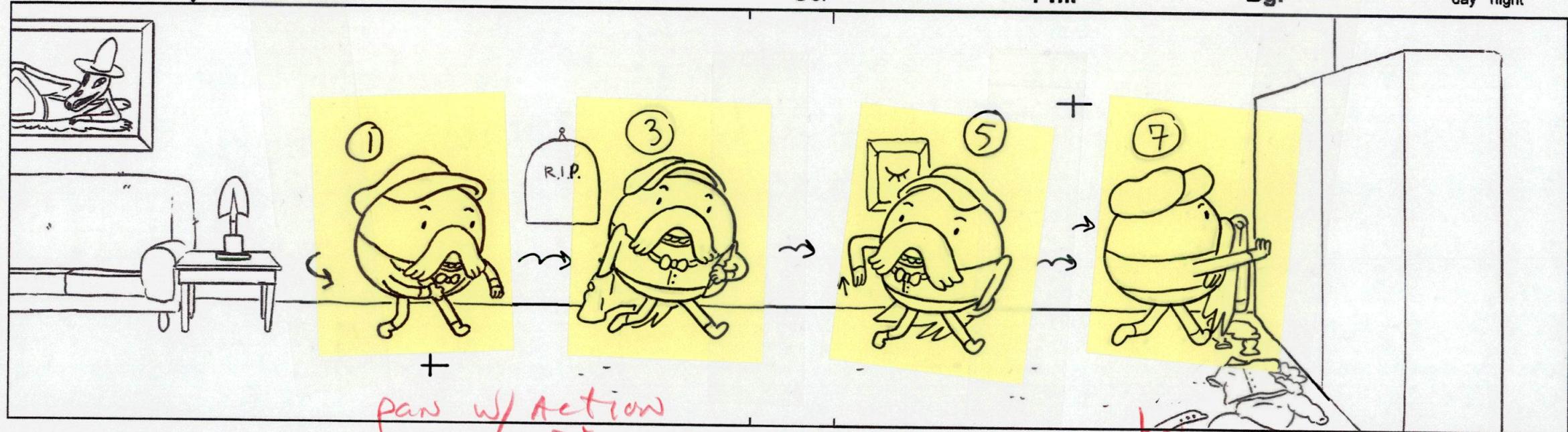
day night

Sc.

Sc. 3 cont Pnl. G

Bg.

Page 8  
day night



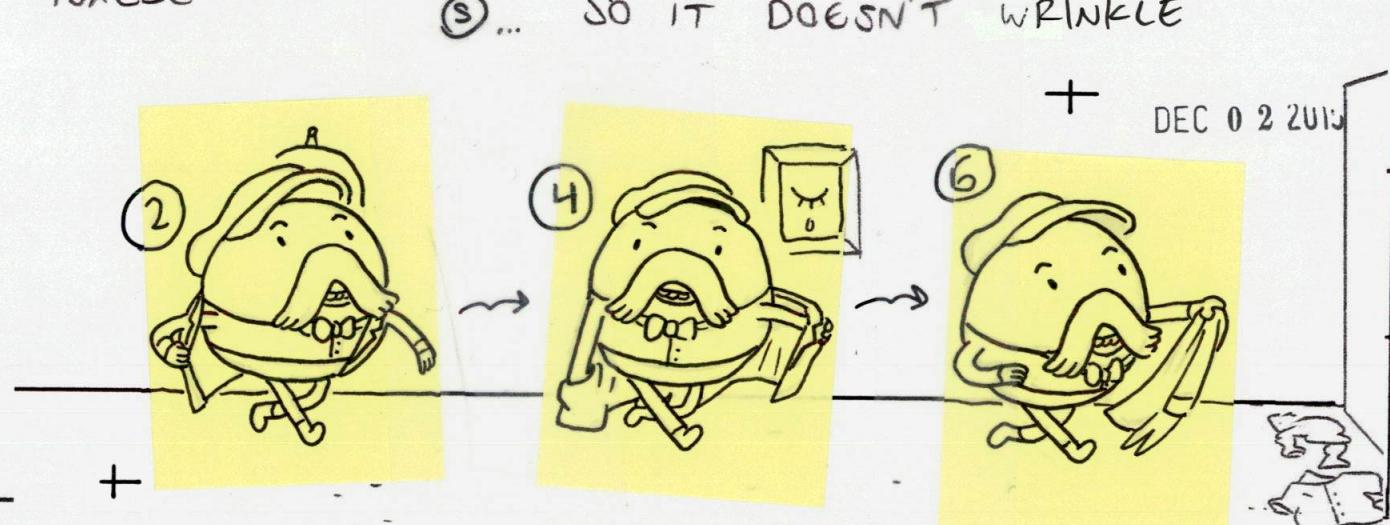
Dialog:

(1) (2) (3) Now TO HANG UP MY TUXEDO --

(3) (S) ... SO IT DOESN'T WRINKLE

Action:  
- S. WALKS OVER TO CLOSET WHILE  
TAKING OFF JACKET  
- PAN W/ STARCHY

Timing:



Production :

EPISODE #

1034-242

1034/242

# ADVENTURE TIME

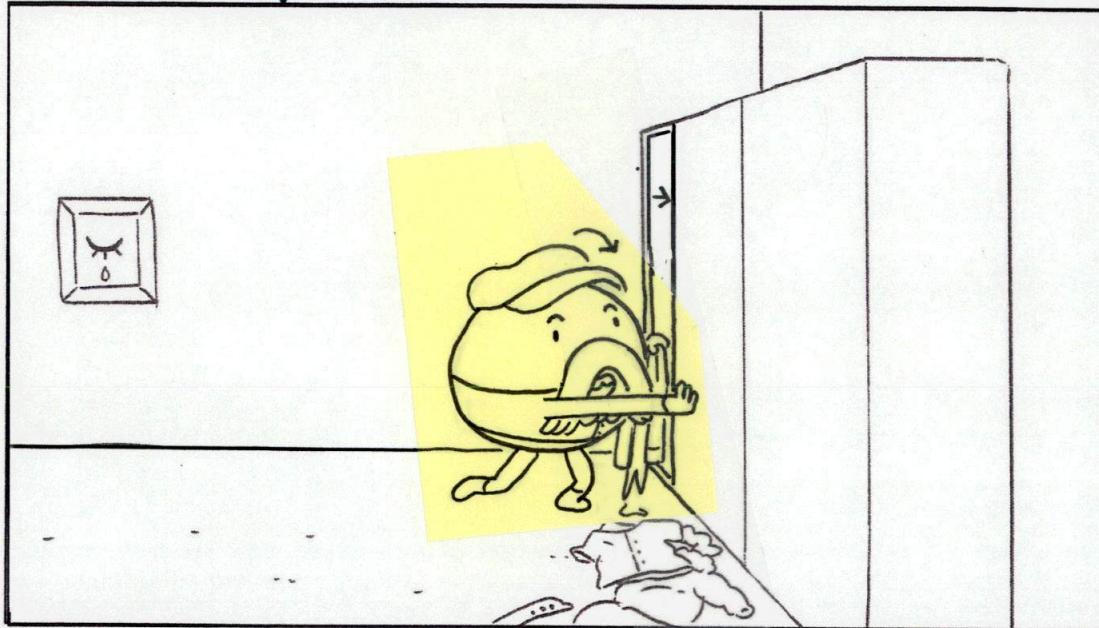


©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 3 cont Pnl. H

Bg.

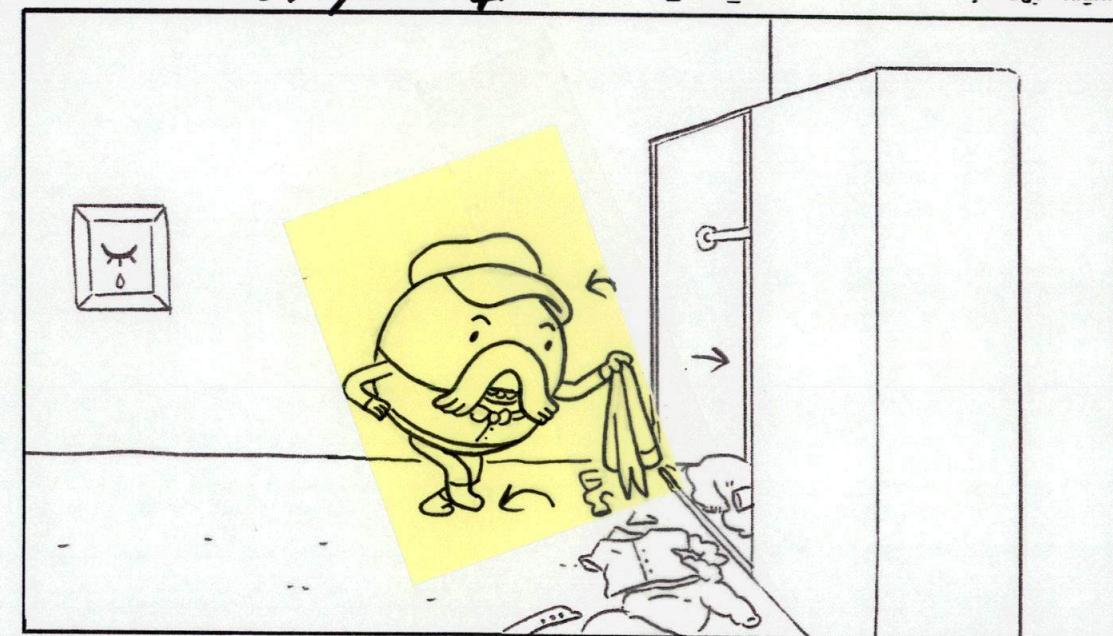
day night



Sc. 3 cont Pnl. F

Bg.

Page 9  
9 ANEXT  
day night



Dialog:

Action:

- S. OPENS CLOSET

Timing:

DEC 02 2015

Production :

EPISODE # 1034-242

1034/242

1034/242

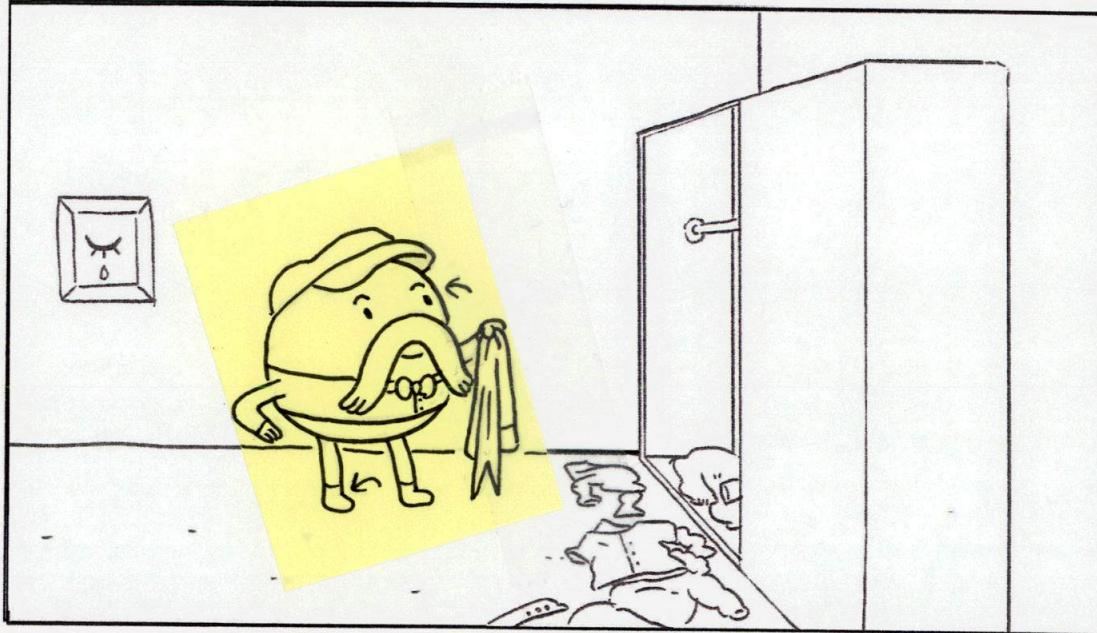
# ADVENTURE TIME



Sc. 3 cont Pnl. J

Bg.

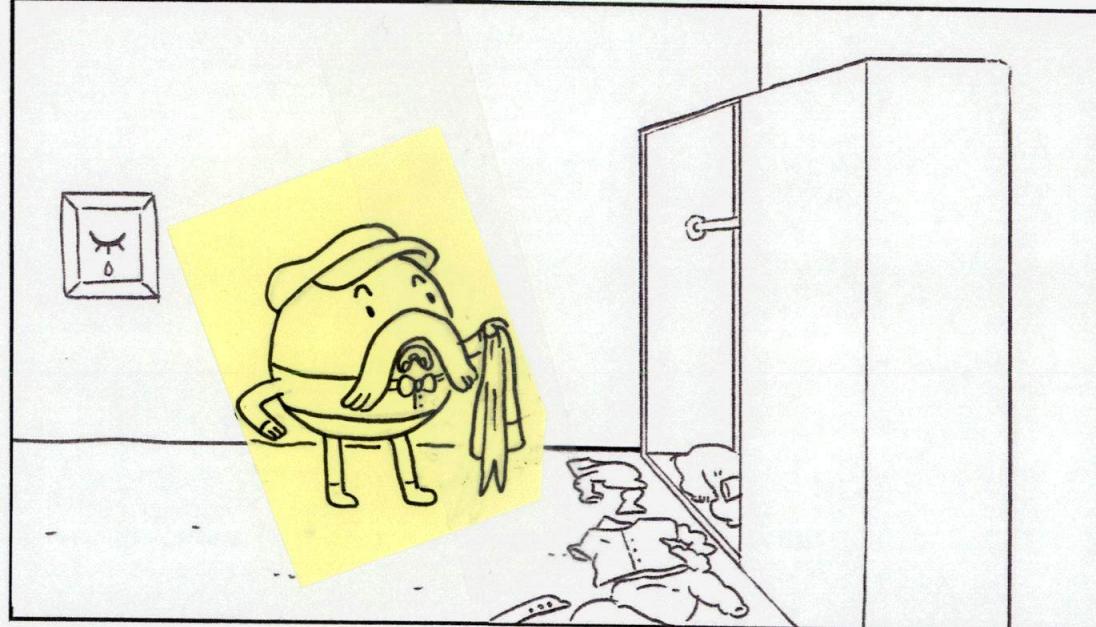
day night



Sc. - 3 cont Pnl. K

Bg.

Page 9A  
10 NEXT  
day night



1034 / 242

Dialog:

(S) [GASP!]

Action:

DEC 02 2015

Timing:

Production :

1034 / 242

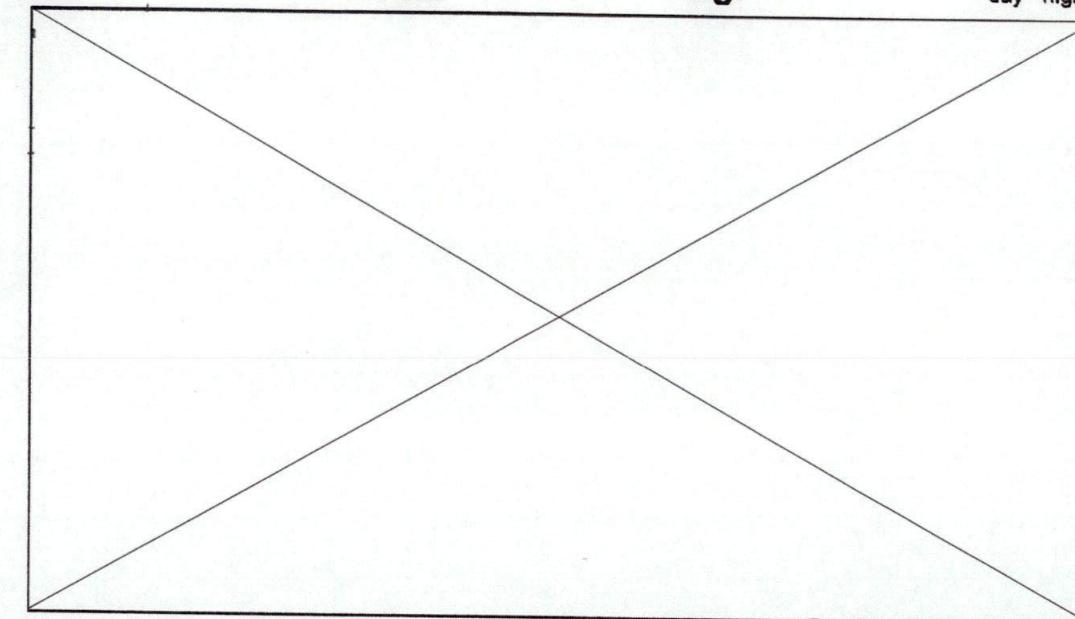
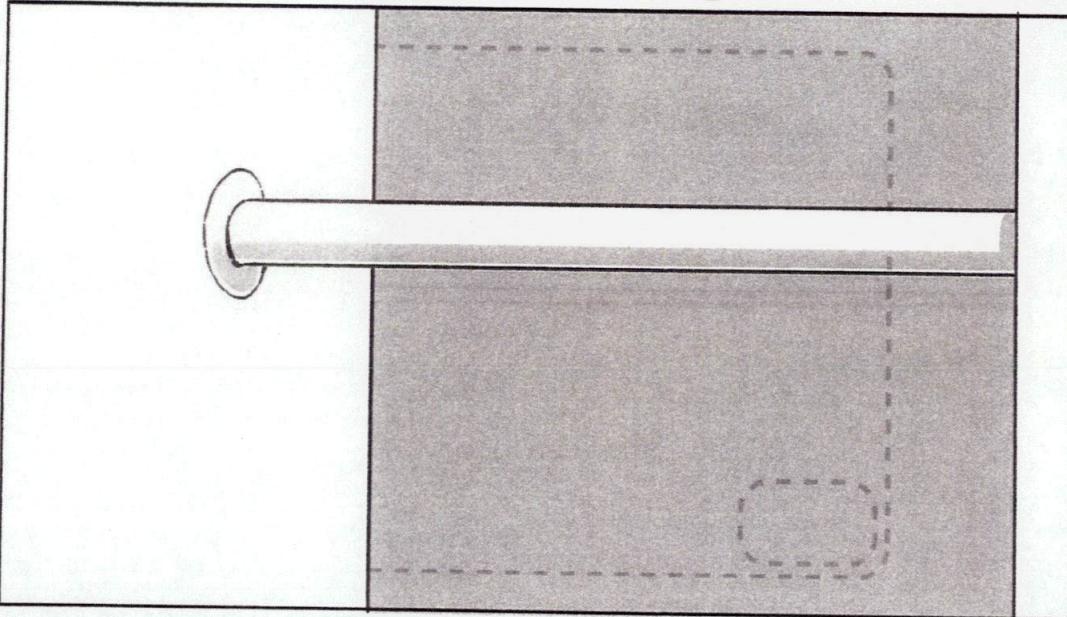
# ADVENTURE TIME



NO SC 5

Page 10

Sc. 4 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog:

SFX: STING!

Action:

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034 / 242

1034 / 242

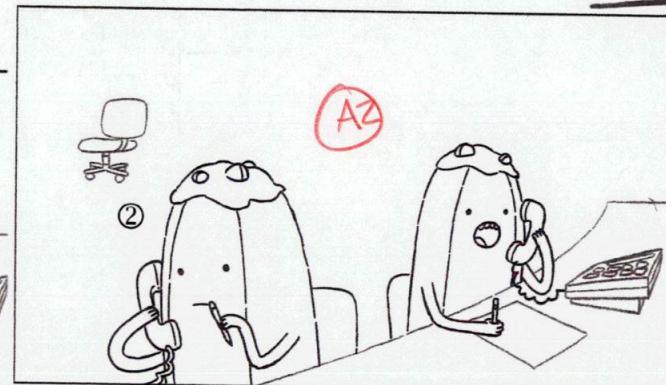
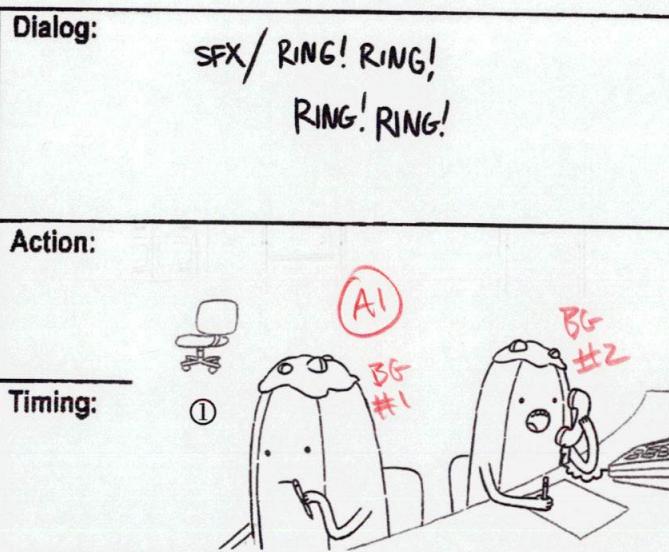
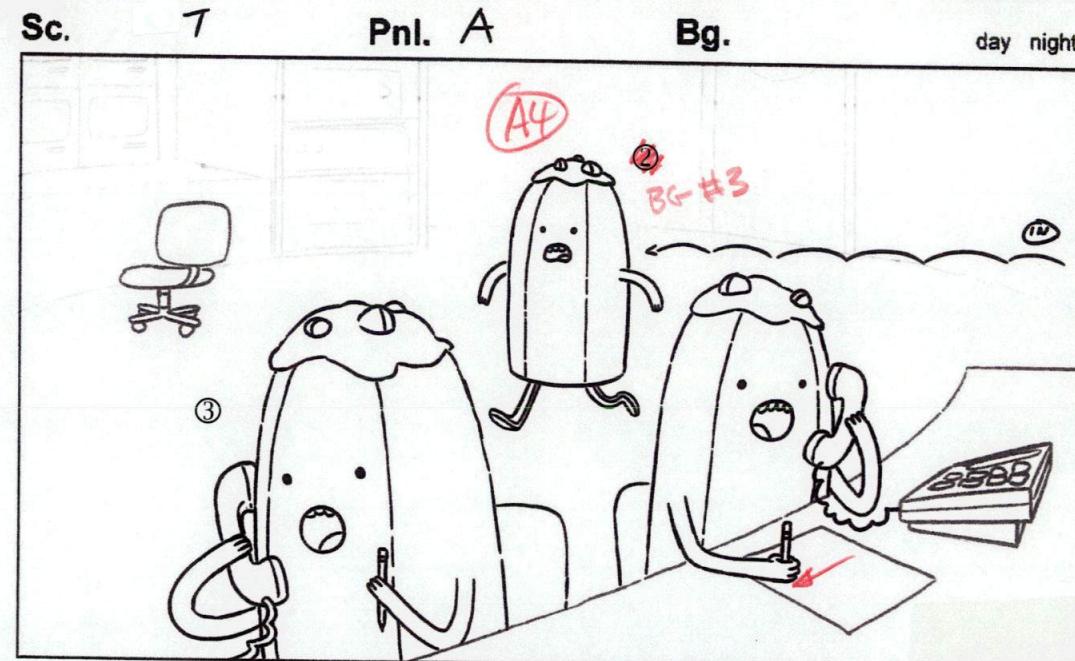
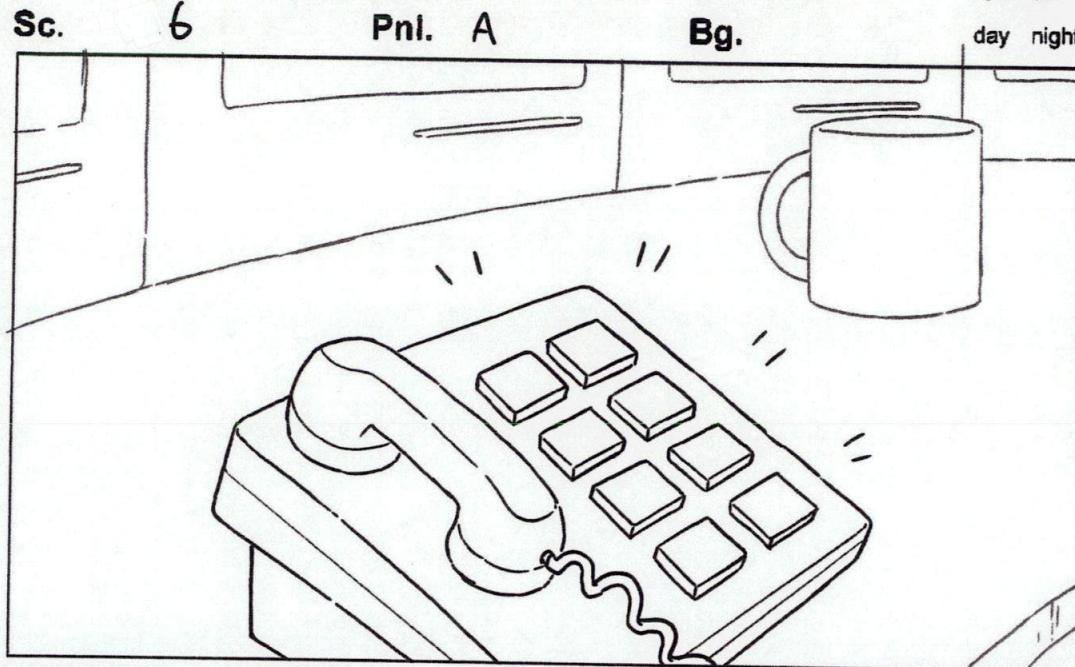
1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

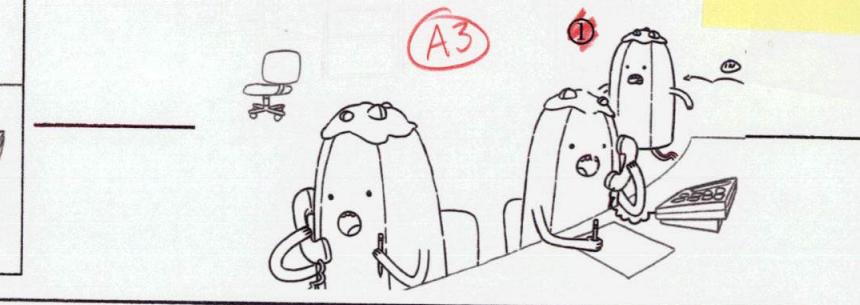


Page 11



BG #2 : YOU'RE MISSING HANGERS, TOO?  
HAVE YOU CONSIDERED FOLDING?  
WELL, I DON'T really uh, use hangers"

DEC 11 2015



EPISODE # 1034-242

Production :



1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

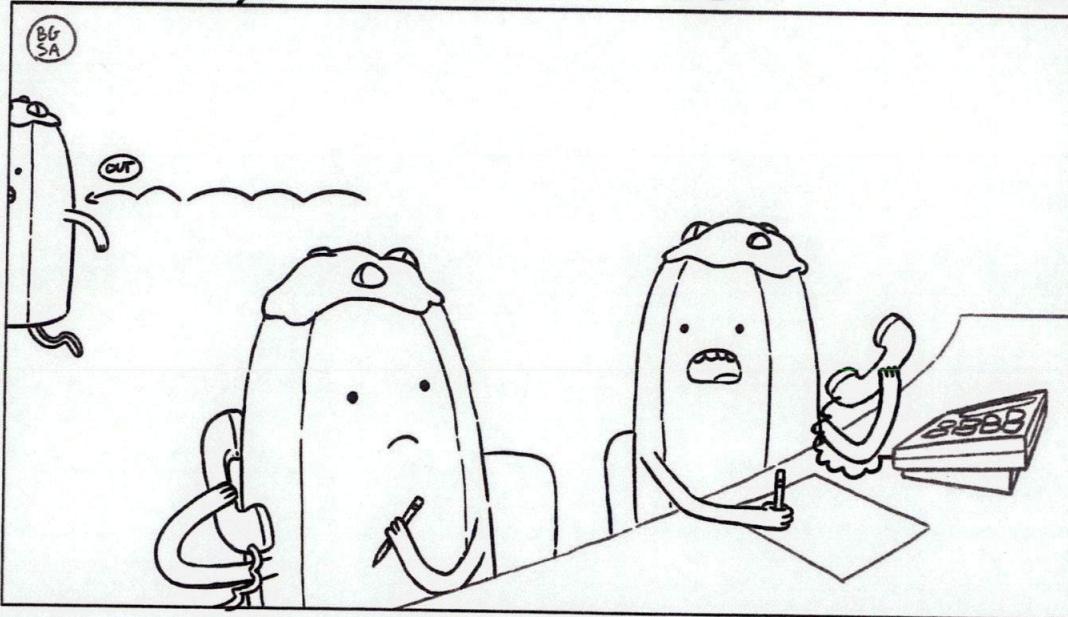
# ADVENTURE TIME



Sc. Toony Pnl. B

Bg.

day night



Dialog:

BG#2 WE BETTER CALL PRINCESS BUBBLEGUM...

Action:

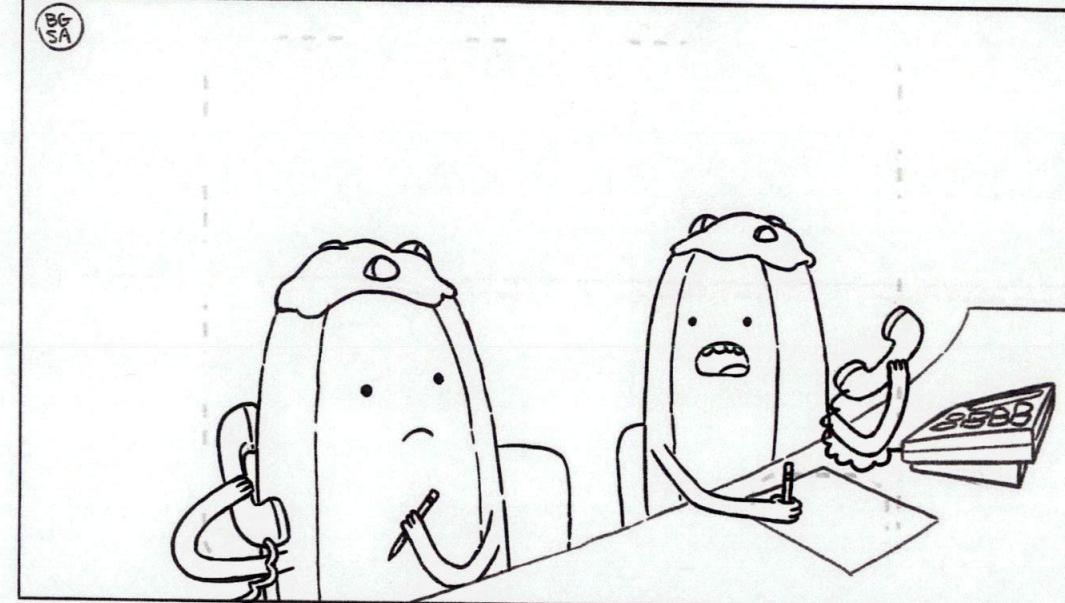
Timing:

Page 12

day night

Sc. Toony Pnl. C

Bg.



<FREEZE FRAME>

<VIDEO FOOTAGE>

DEC 02 2015

Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

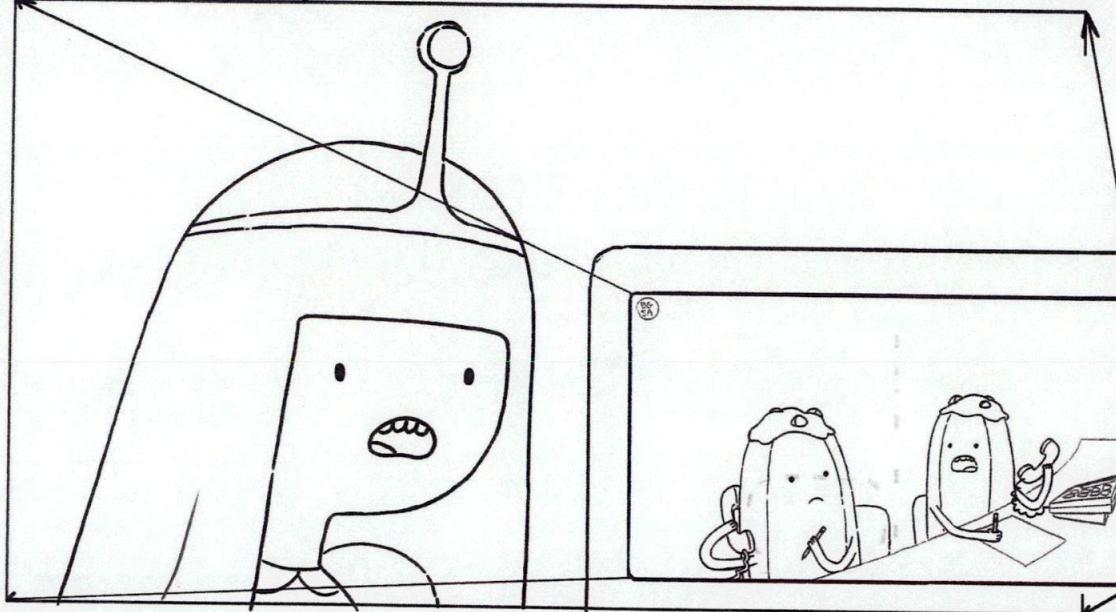


Page 13

Sc. 7 cont Pnl. D

Bg.

day night



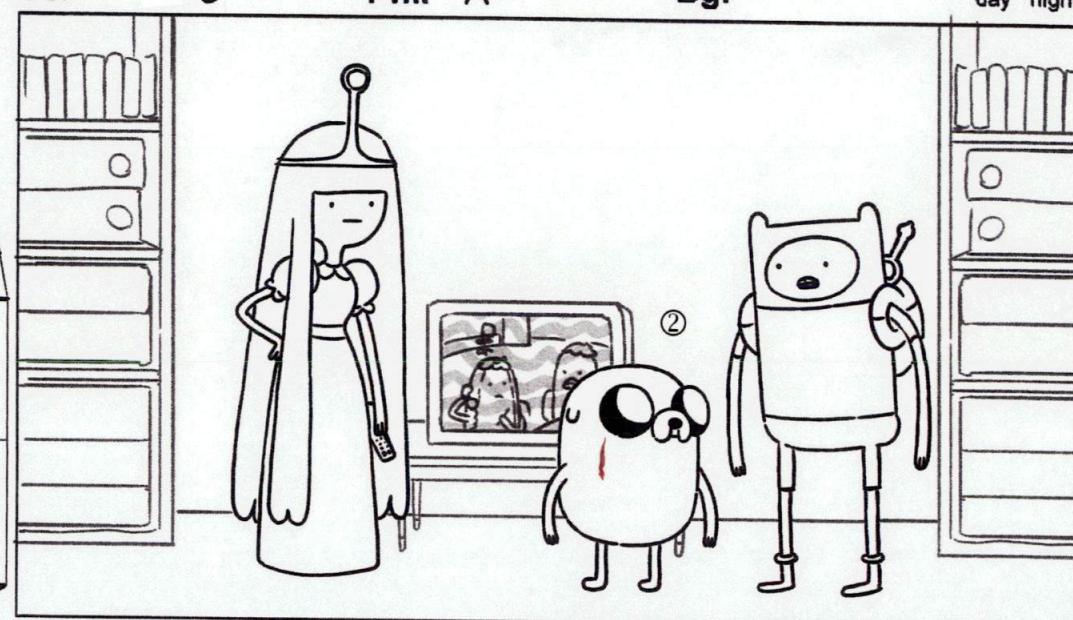
Sc.

8

Pnl. A

Bg.

day night



Dialog:

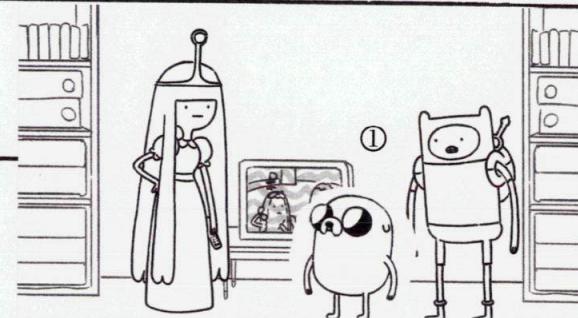
(PB) AND THEN I CALLED YOU GUYS...

(F) ...TO... FIND ALL THE WIRE HANGERS?

Action:

- CAMERA TRUCKS OUT FROM SCREEN

Timing:



Production :

EPISODE #

1034-242

1034/242

1034/242

1034/242

\* 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

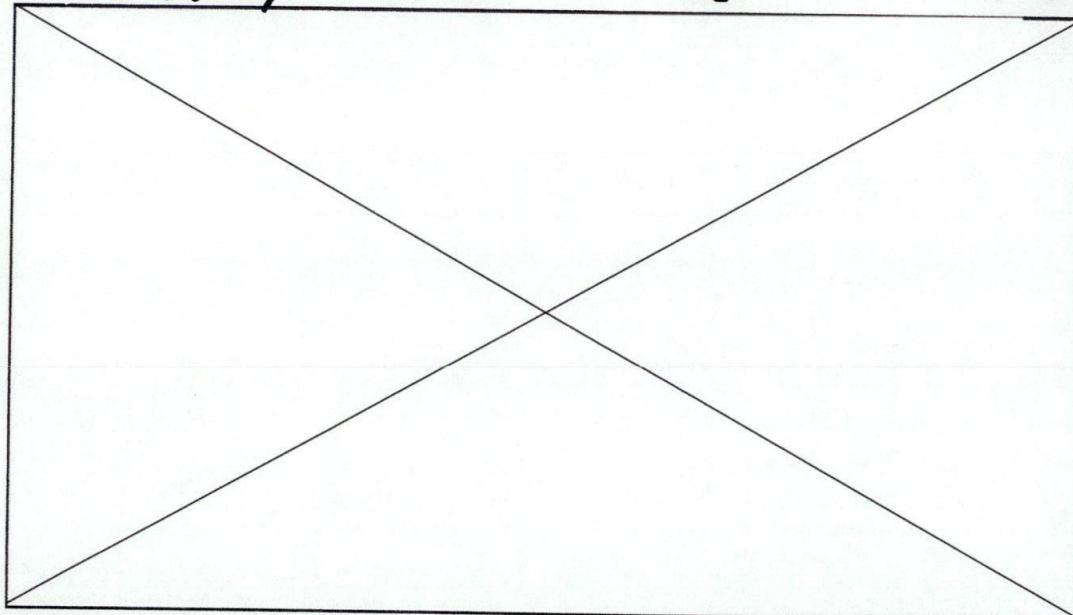


Sc. 8 cont

Pnl. B

Bg.

day night



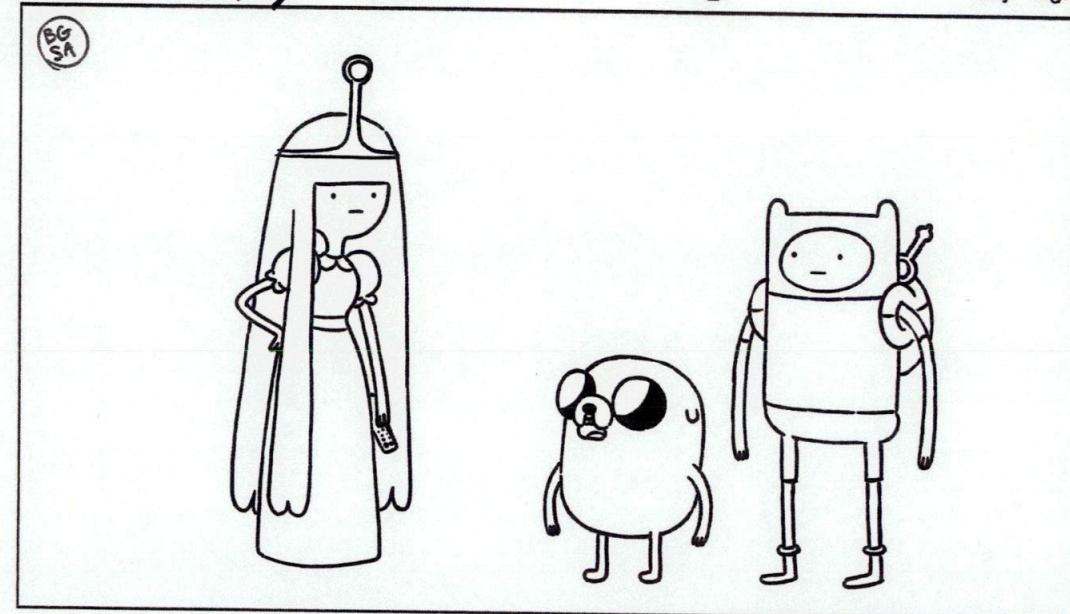
Sc. 8 cont

Pnl. C

Bg.

Page 14

day night



Dialog:

(PB)

YES.

(J) WOULDN'T YOU RATHER HAVE US FIGHTING EVIL DEMONS OR SOMETHING?

Action:

DEC 02 2015

Production :

Timing:

1034/242

EPISODE # 1034-242

1034/242

1034 / 242

\*2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



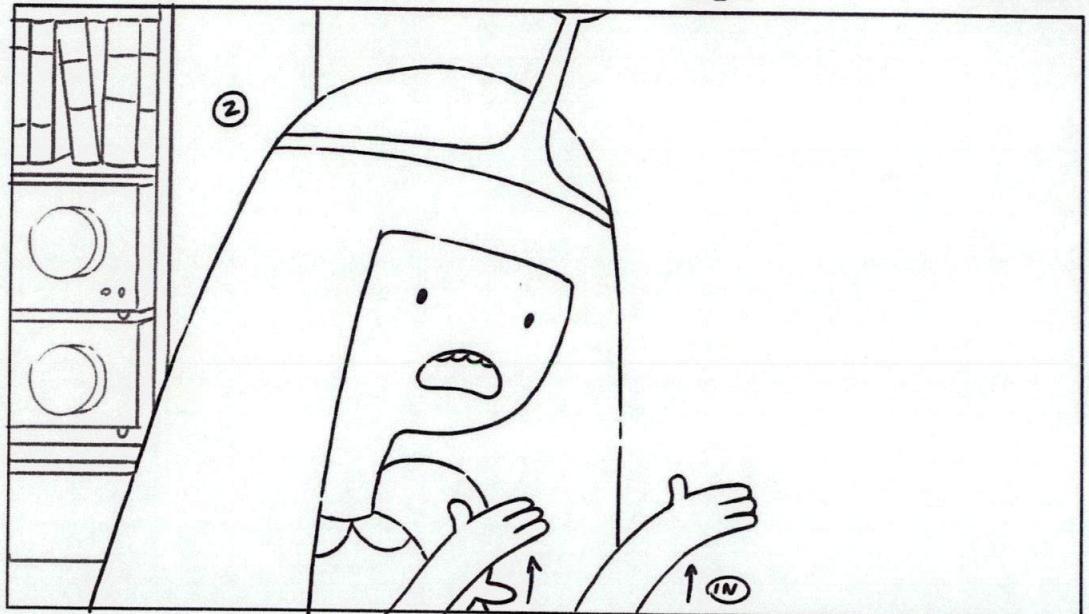
Page 15

Sc. 9

Pnl. A

Bg.

day night

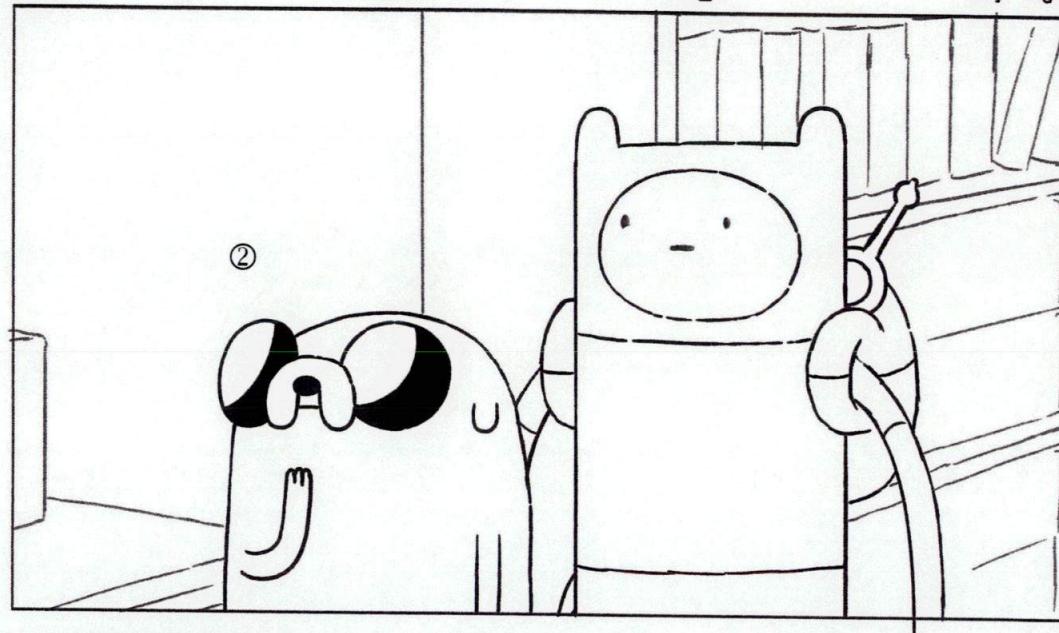


Sc. 10

Pnl. A

Bg.

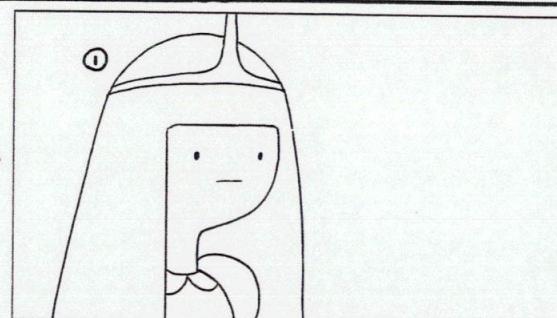
day night



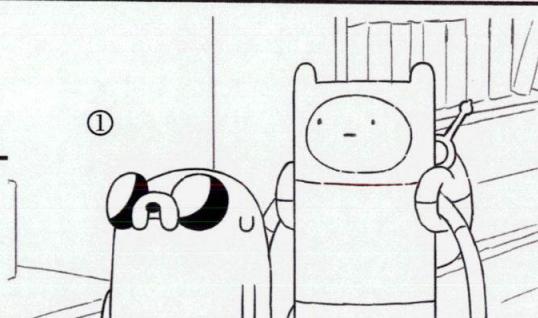
Dialog: (PB) MAYBE AN EVIL DEMON IS STEALING ALL THE HANGERS.

(J) mmm...

Action:



Timing:



DEC 02 2015

Production :

EPISODE # 1034-242

1034 / 242

1034 / 242

1034/242

© 2015 This material is the property of The Content Network, Inc. It is copyrighted and must not be taken from this sheet, duplicated or used in any manner.

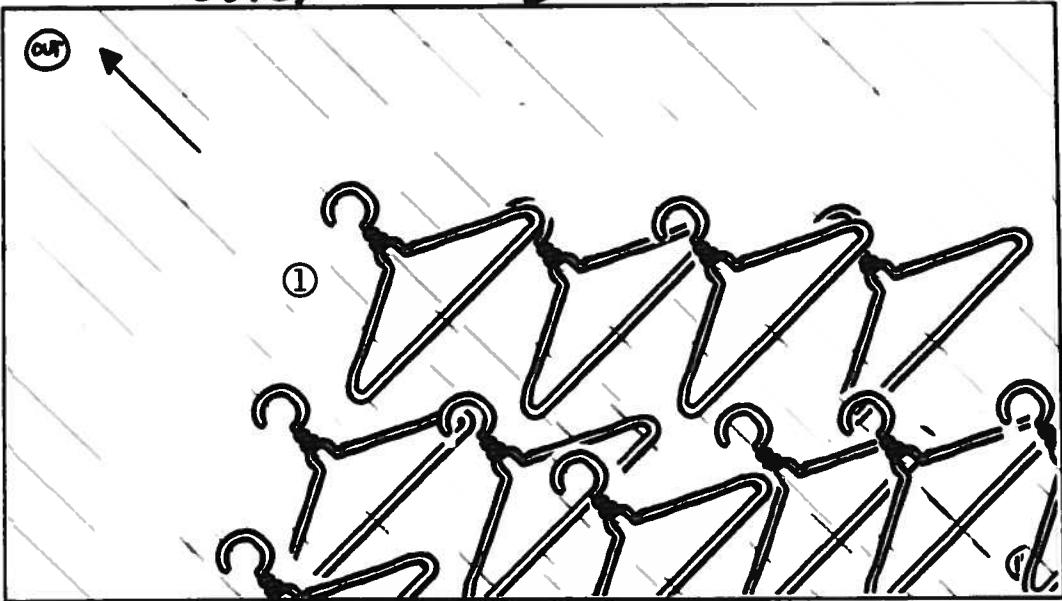
# ADVENTURE TIME



REVISED  
12/18/15

Page 16

Sc. 10 ~~cont~~ Pnl. Bg. day night



Sc. 10 Pnl. C Bg. day night

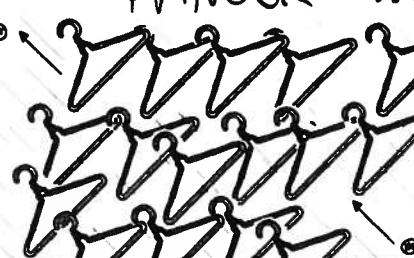


Dialog:

Action:

HANGER WIPE

Timing:



2 2015

Production :

1034/242

1034/242

EPISODE # 1034-242

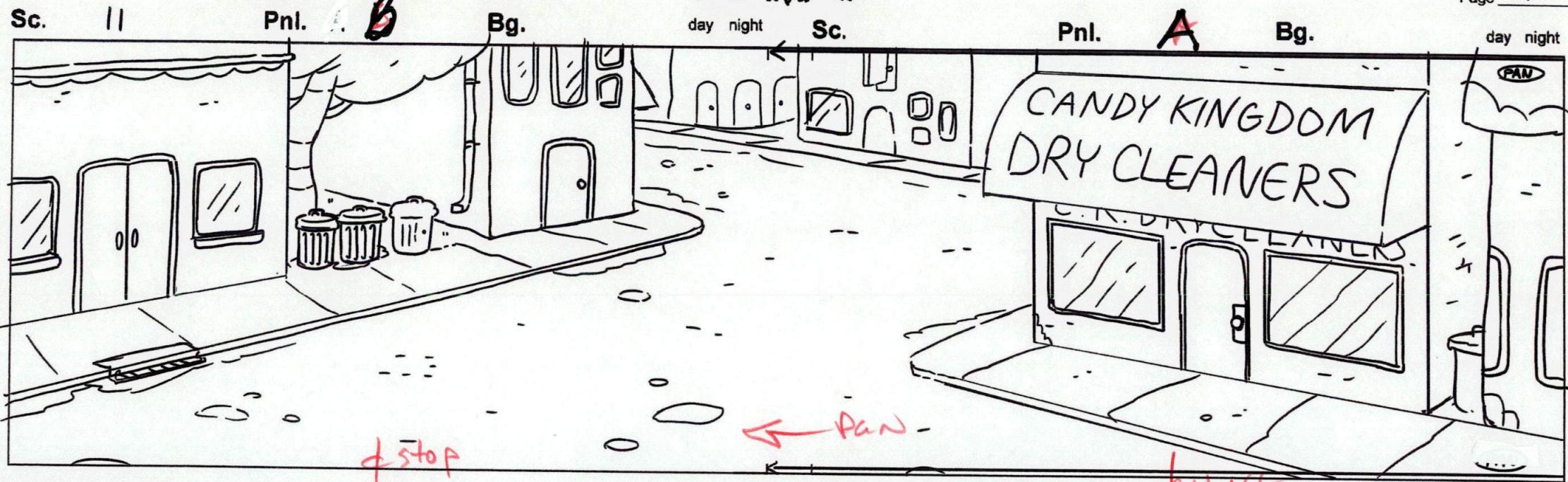
1034 / 242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 17



Dialog:

Action:

- PAN ACROSS STREET TO ALLEY.

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 18

Sc. 12

Pnl. A

Bg.

day night

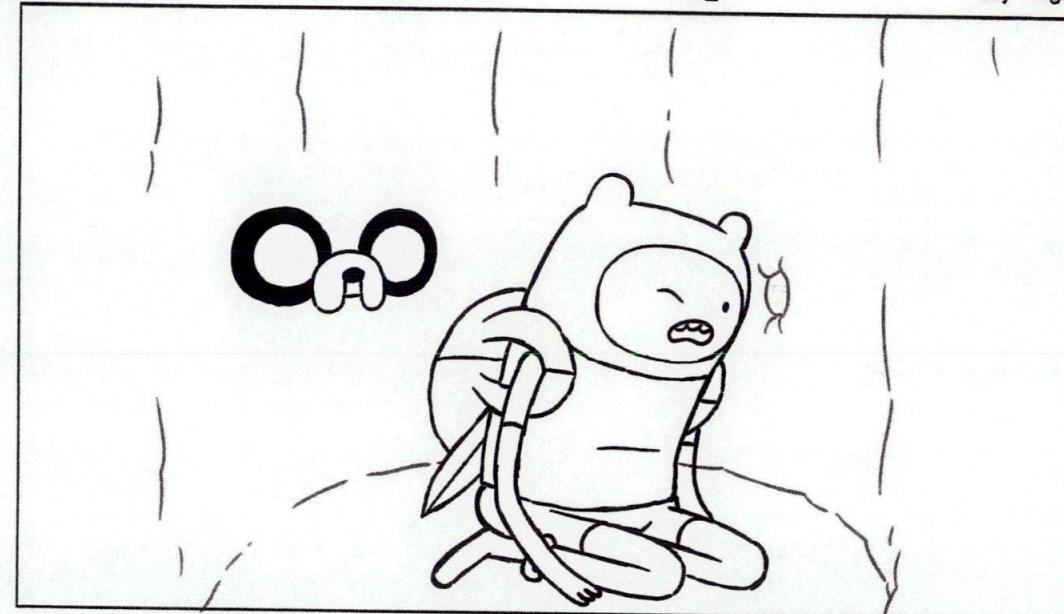


Sc. 13

Pnl. A

Bg.

day night



Dialog:

③ SEE ANYTHING?

F NO, IT'S PRETTY QUIET OUT THERE...

Action:

(FINN EYE PEEPING THRU THE PEEPHOLE)

DEC 02 2015

Timing:

Production :

1034-242

EPISODE #

1034/242

1034/242

\*2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

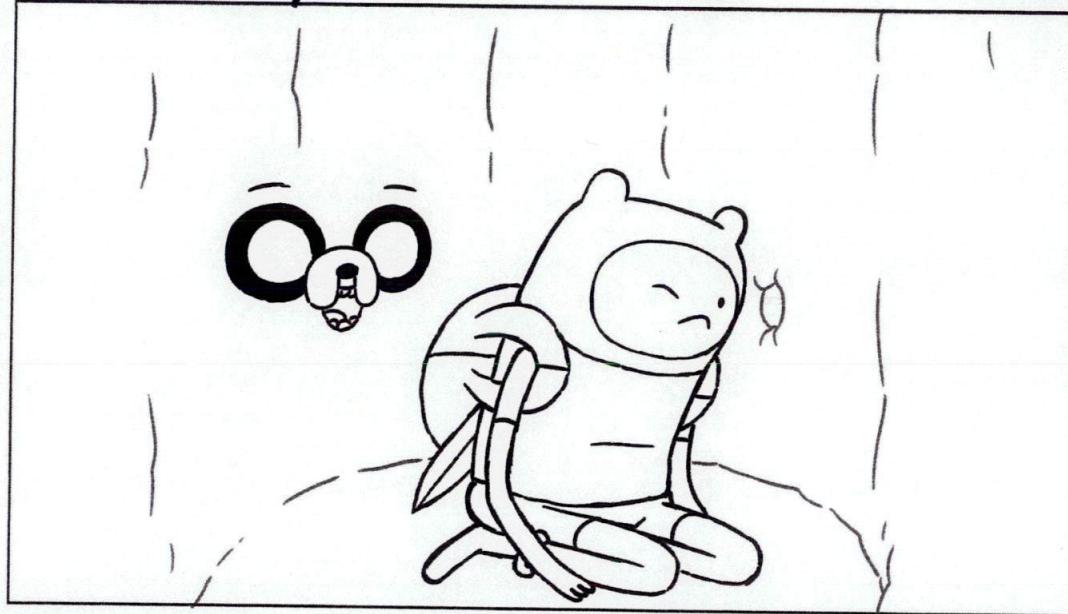
# ADVENTURE TIME



Page 19

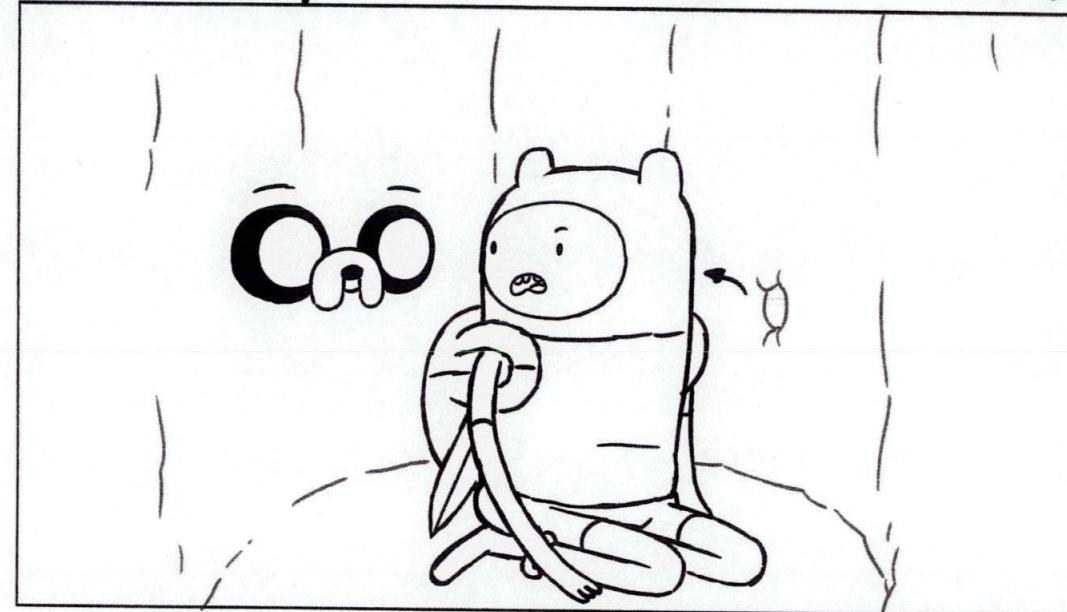
Sc. 13 cont Pnl. B Bg.

day night



Sc. 13 cont Pnl. C Bg.

day night



Dialog:

(J) YEAH, BUT NOT SO MUCH IN HERE!

(F) HUH? WHAT DOES THAT me--

Action:

DEC 02 2015

Timing:

Production :

1034-242

1034/242

1034/242

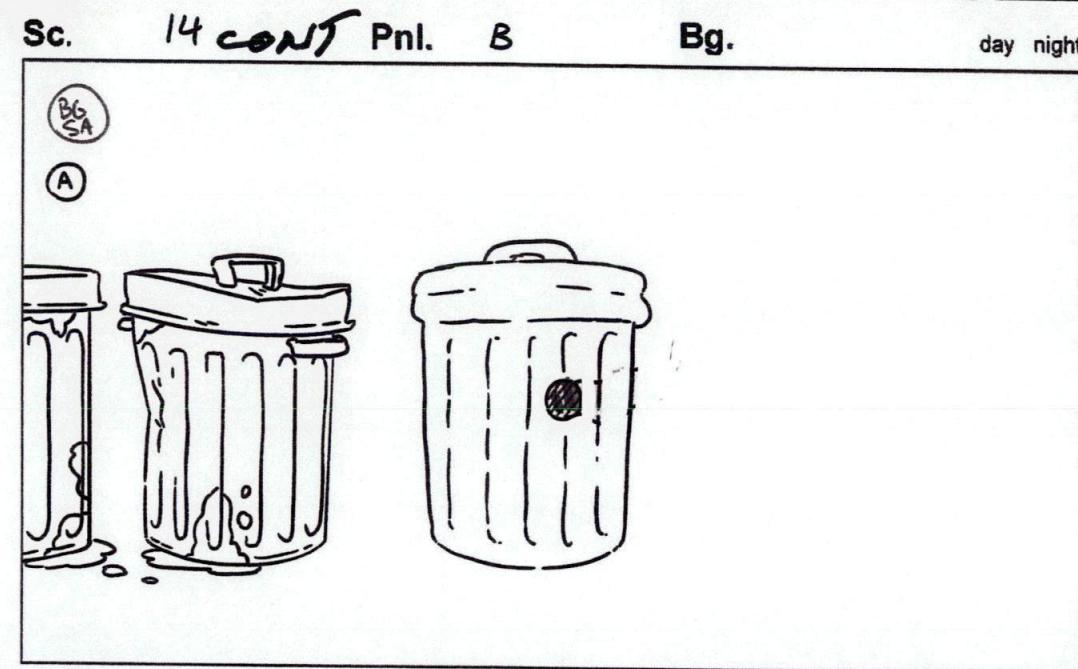
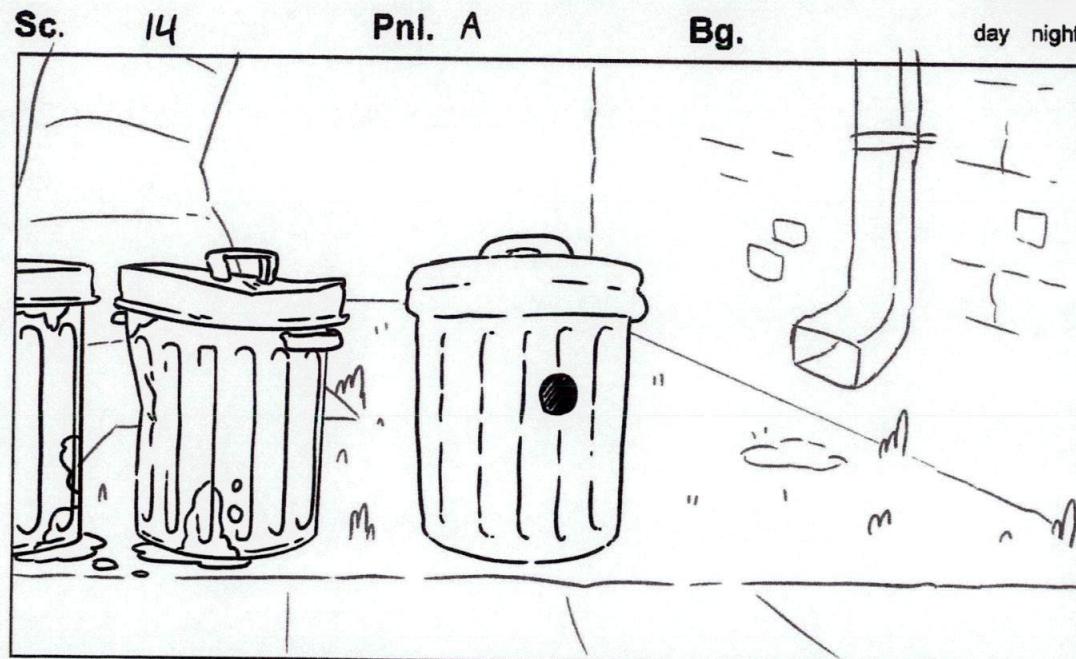
1034/242

© 2011 This material is the property of The Cartoon Network Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 20



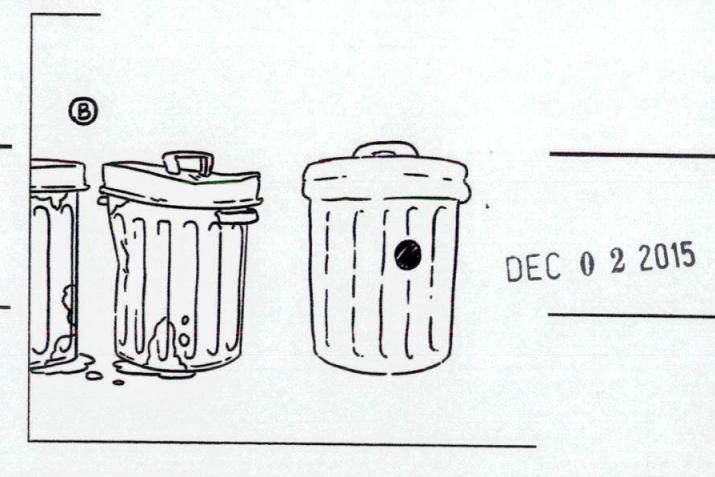
Dialog:

(SPK) FART!

Action:

Timing:

(F) AH, JAKE NO!  
(J) HA HA HA



Production :

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

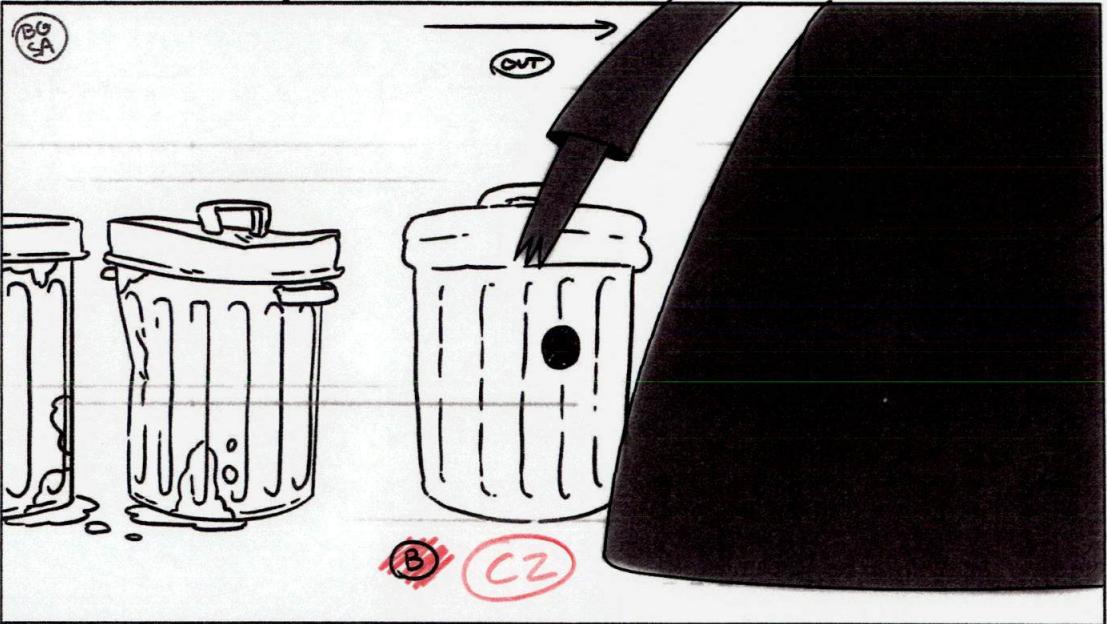


Page 21

Sc. 14 cont Pnl. C

Bg.

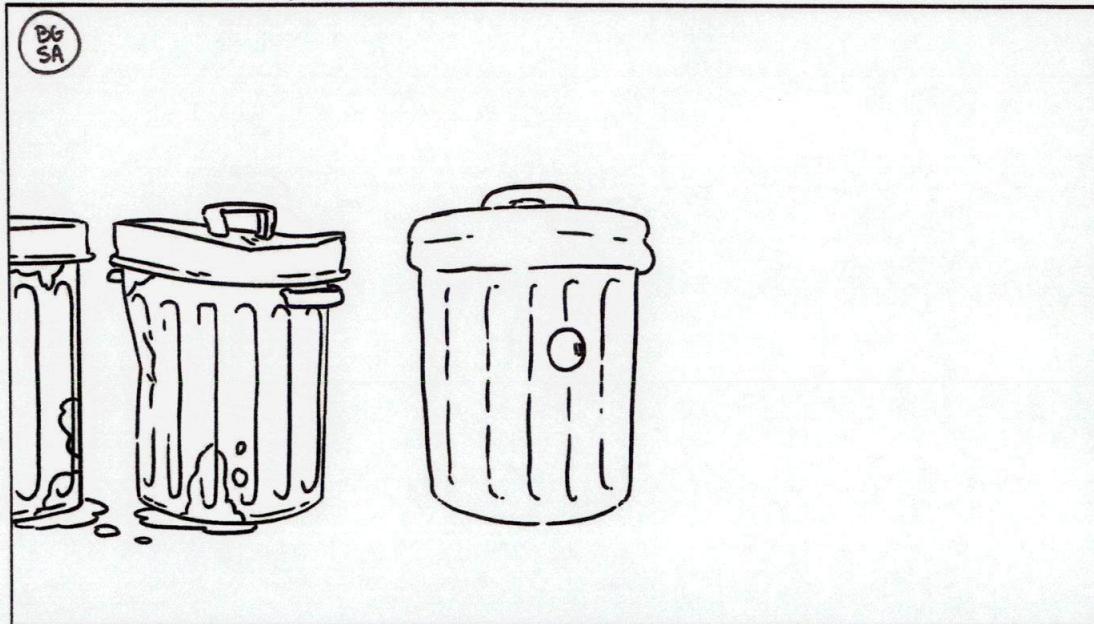
day night



Sc. 14 cont Pnl. D

Bg.

day night

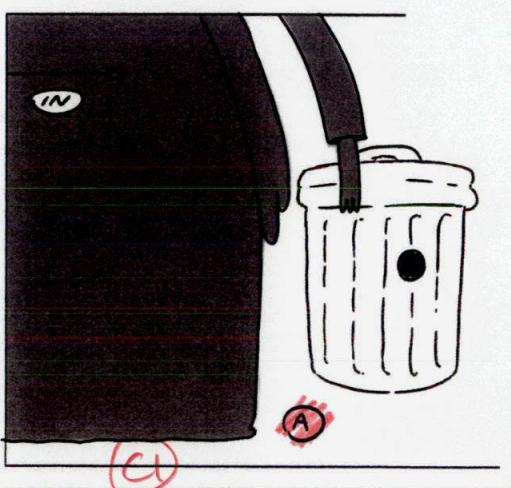


Dialog:

(F) HOLD ON, WHAT WAS THAT?

Action:

(A BLURRY SHAPE  
SWEEPS BY THE CAMERA)



Timing:

FINN'S EYE APPEARS IN HOLE

DEC 02 2015

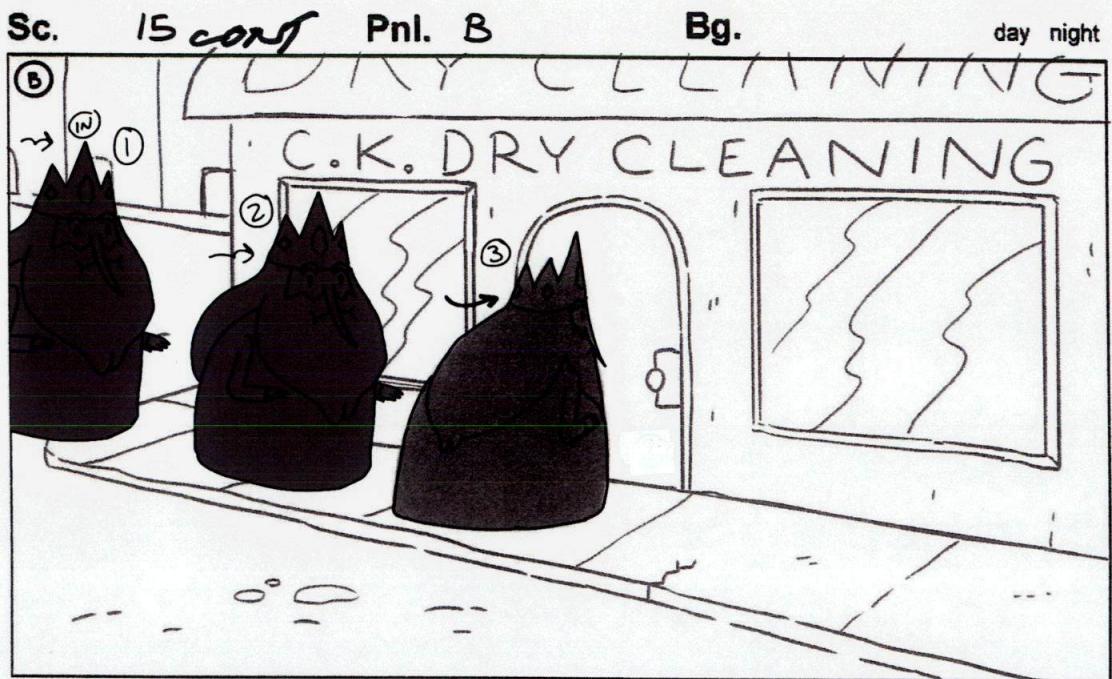
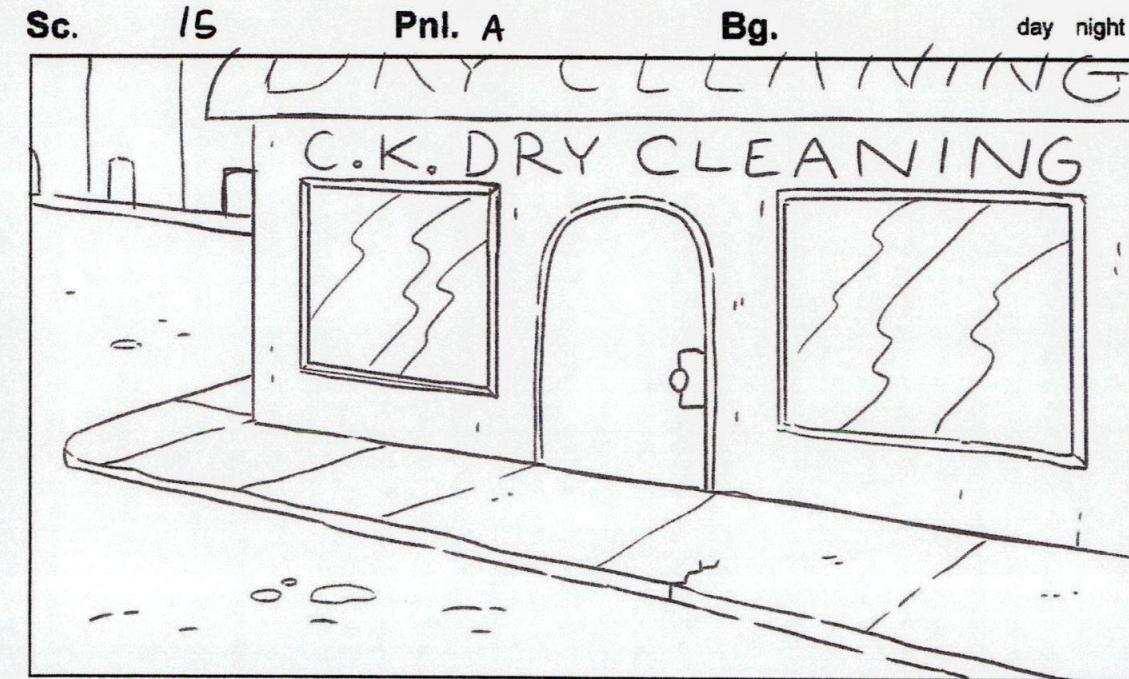
Production :

# ADVENTURE TIME



Page 22

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.



Dialog:

Action:

Timing:

(DARK ICE KING-SHAPED  
FIGURE APPROACHES DOOR)

DEC 02 2015

1034/242

EPISODE # 1034-242

1034/242

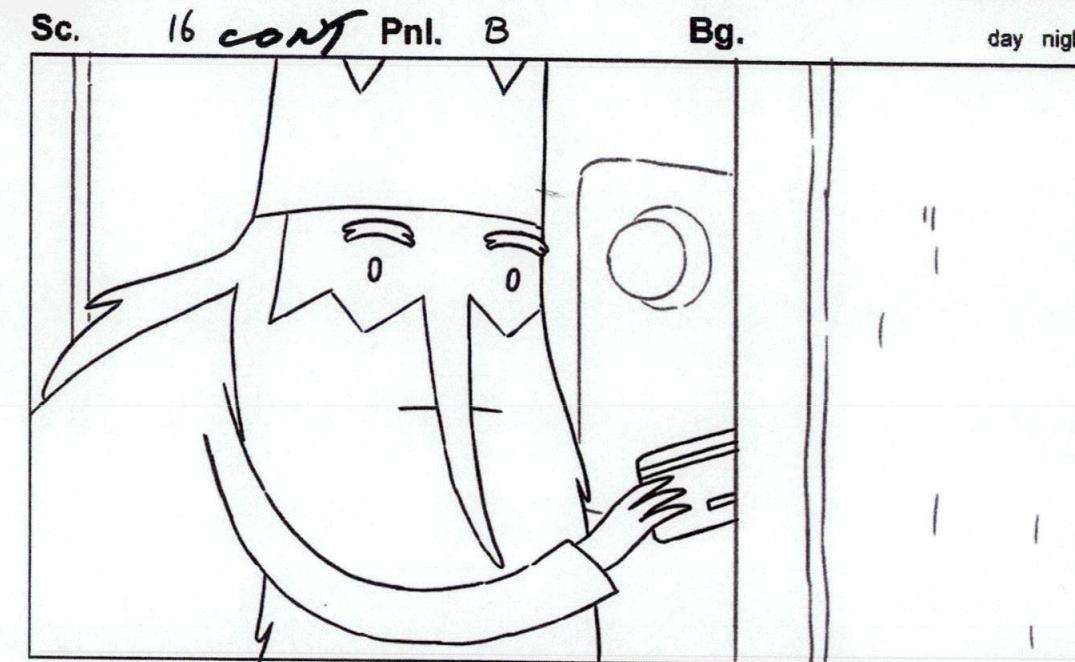
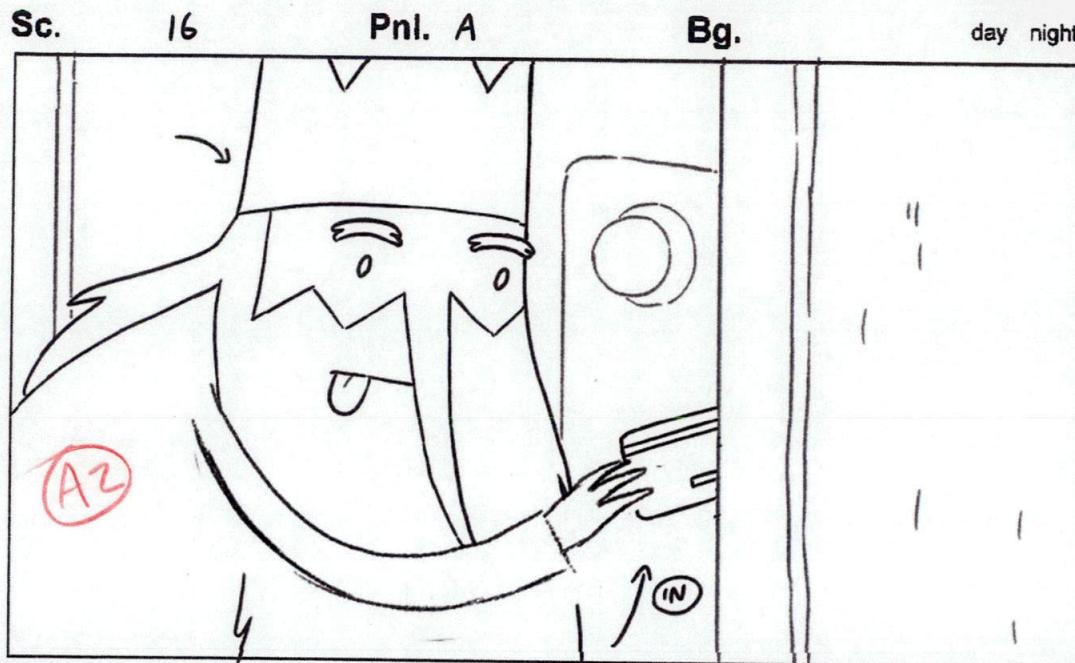
1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 23



Dialog:

③ (o.s.) IT'S OVER, ICE KING.

Action:



Timing:

(THE OL' CREDIT CARD TRICK.

DEC 02 2011

Production :

1034/242

EPISODE # 1034-242

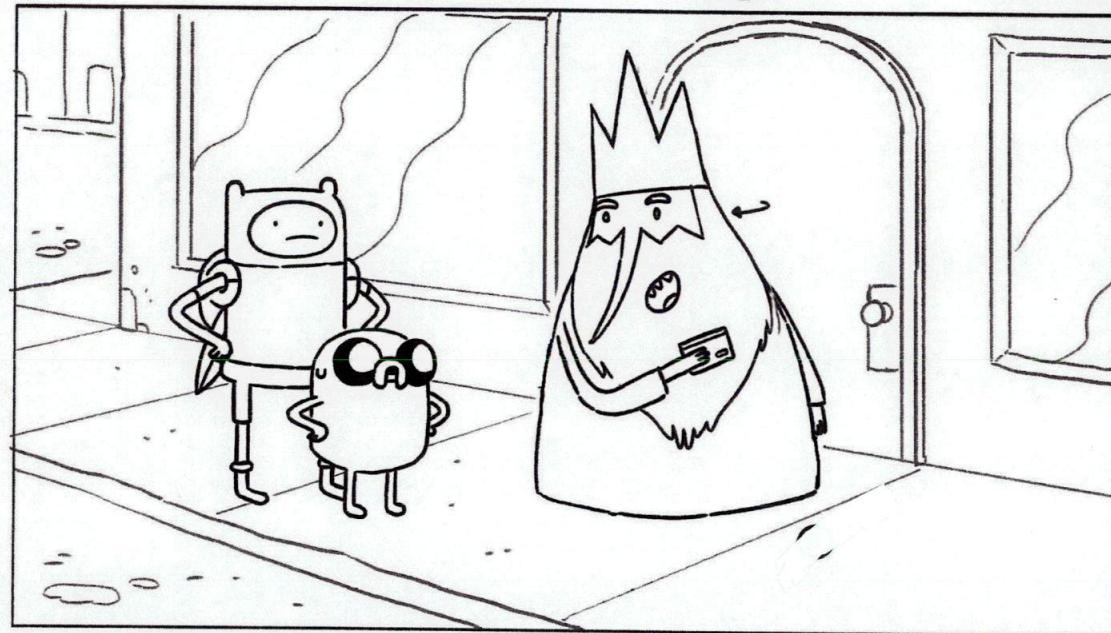
1034/242

## ADVENTURE TIME

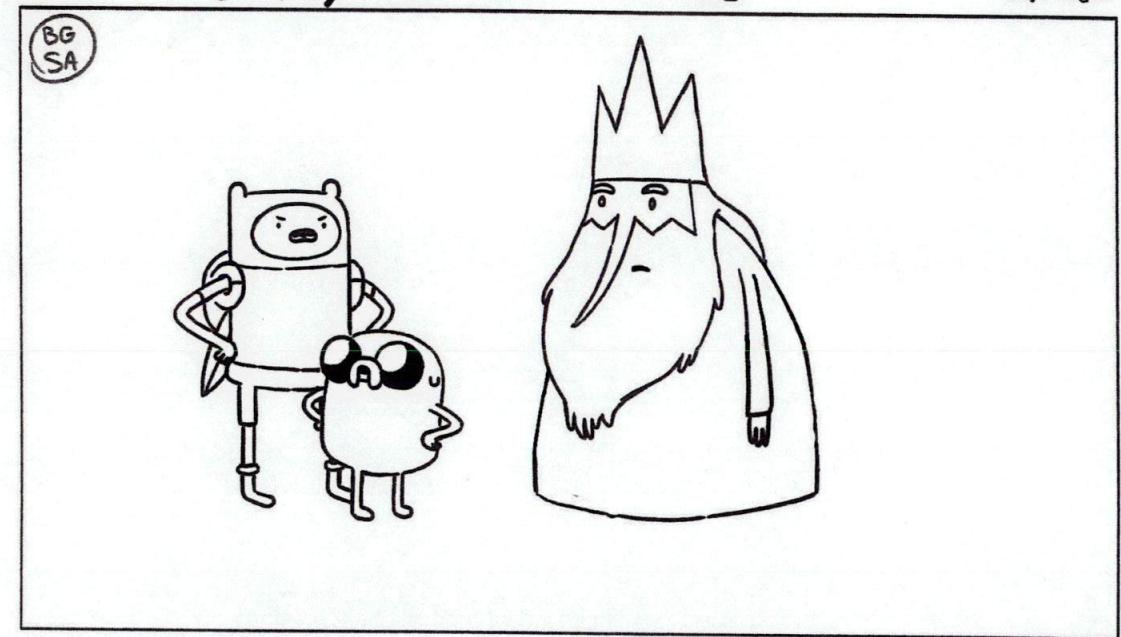
Page 24

Sc. 17 Pnl. A Bg.

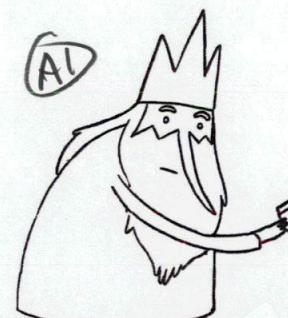
day night

Sc. 17 ~~cont~~ Pnl. B Bg.

day night

Dialog:  
IK OH HEY GUYS.F WHAT'S GOING ON? IS KIDNAPPING  
HANGERS YOUR NEW THING NOW?

Action:



- IK TURNS.

Timing:

DEC 02 2015

Production :

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



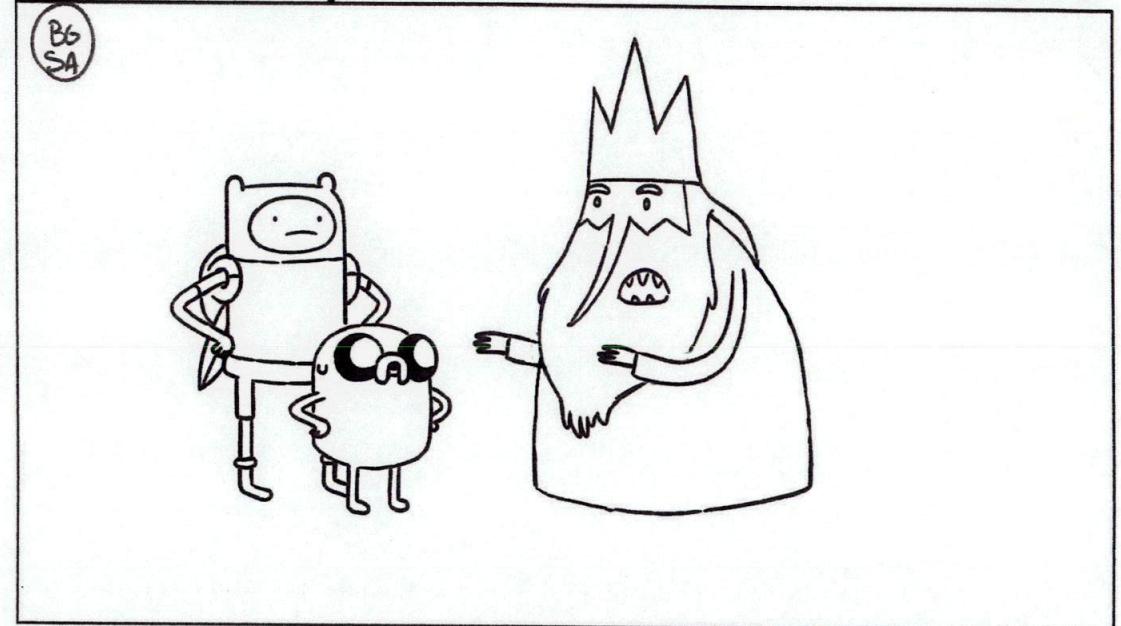
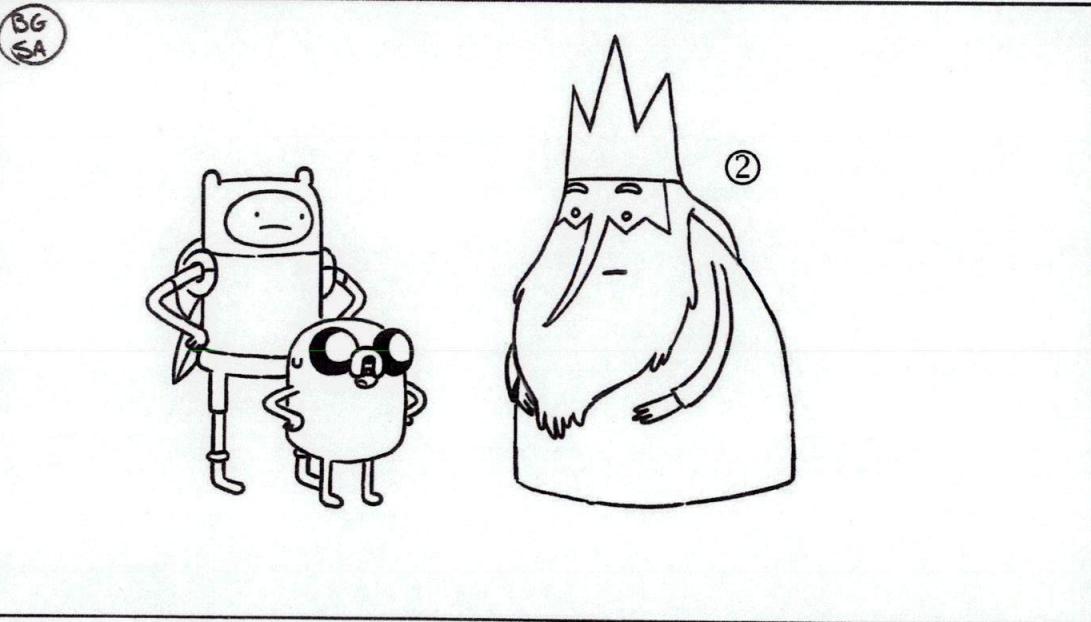
Sc. 17 cont Pnl. C Bg. day night

Page 25

day night

Sc. 17 cont Pnl. D Bg.

day night



1034/242

\* 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

(J) YEAH, MAN. YOU HAVE  
LIKE ONE MUMU AND  
YOU'RE WEARING IT.

Action:

Timing:



(K)

YOU THINK THIS IS ABOUT HANGERS?

DEC 02 2015

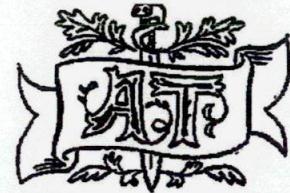
Production :

EPISODE # 1034/242

1034/242

1034/242

# ADVENTURE TIME

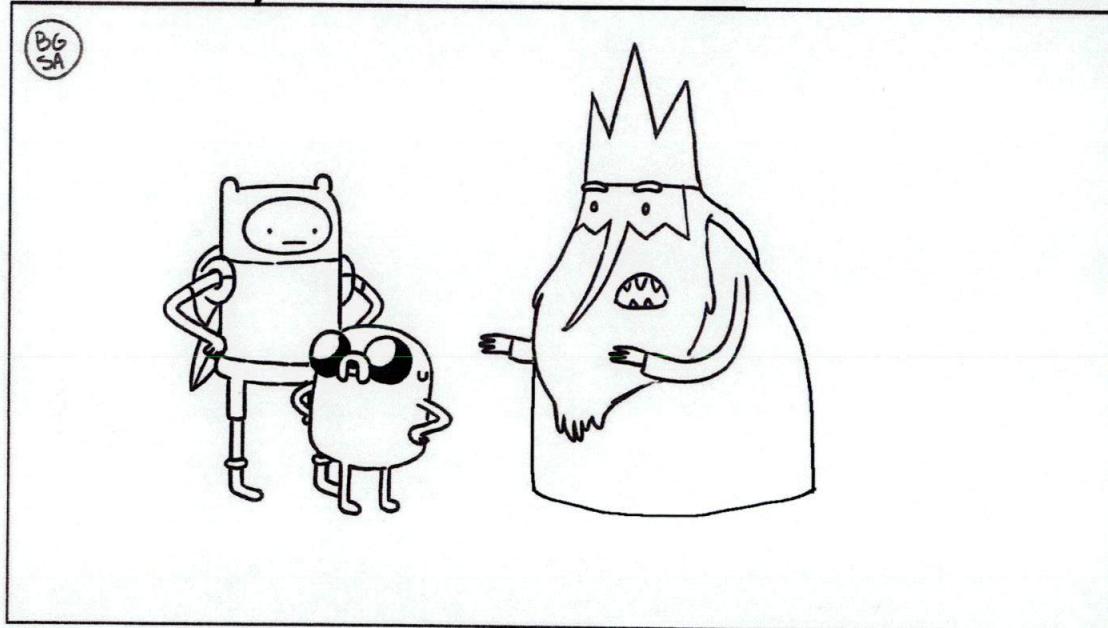


Sc. 17 cont

Pnl. E

Bg.

day night



Dialog:

(IK) REALLY?

Action:

- F+J Look AT EACH OTHER.

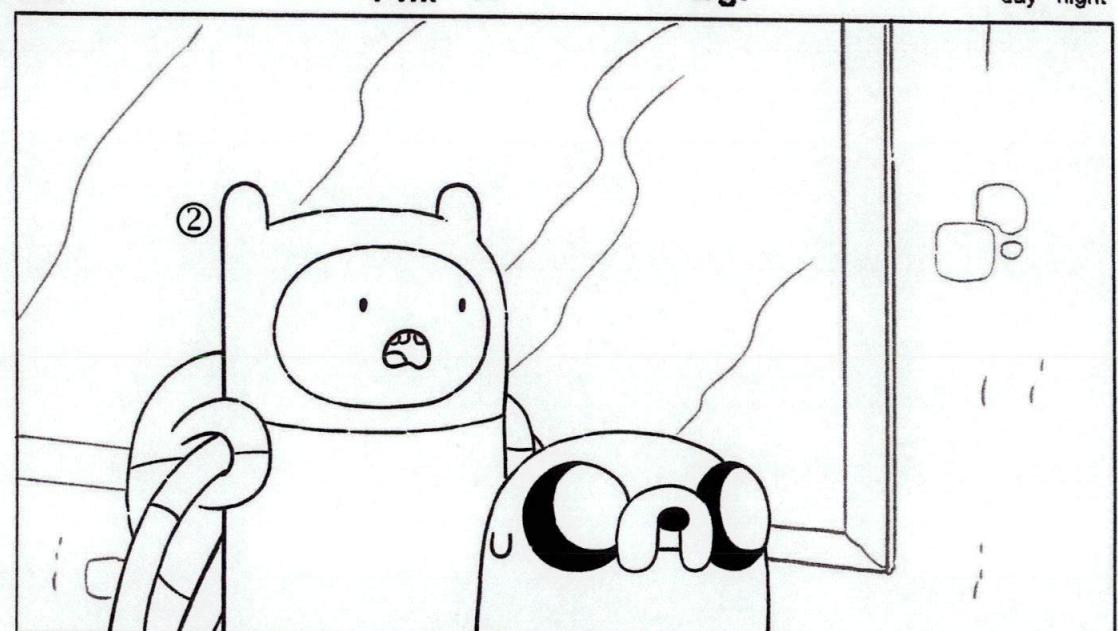
Timing:

Sc. 18

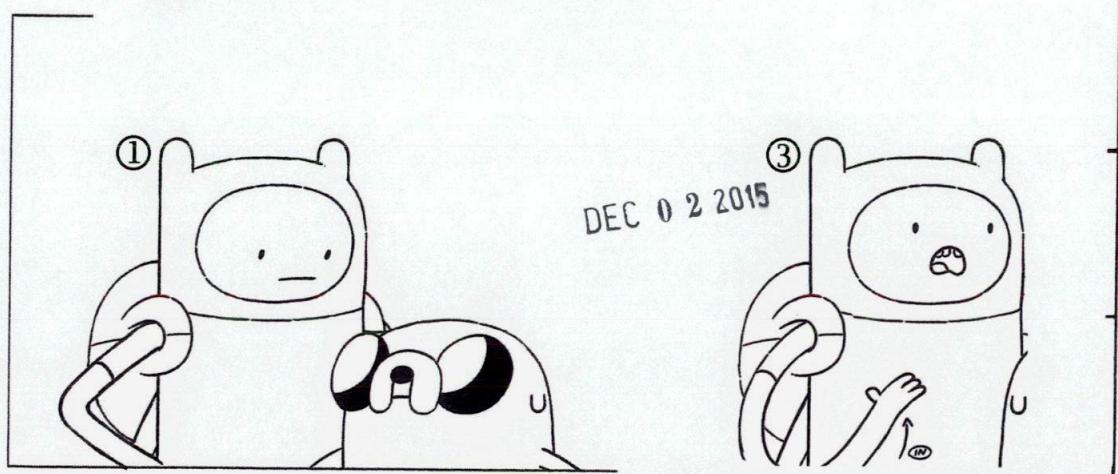
Pnl. A

Bg.

day night



(F) WELL... YEAH BECAUSE...



Production :

1034-242

EPISODE #

1034/242

Page 26

day night

1034/242

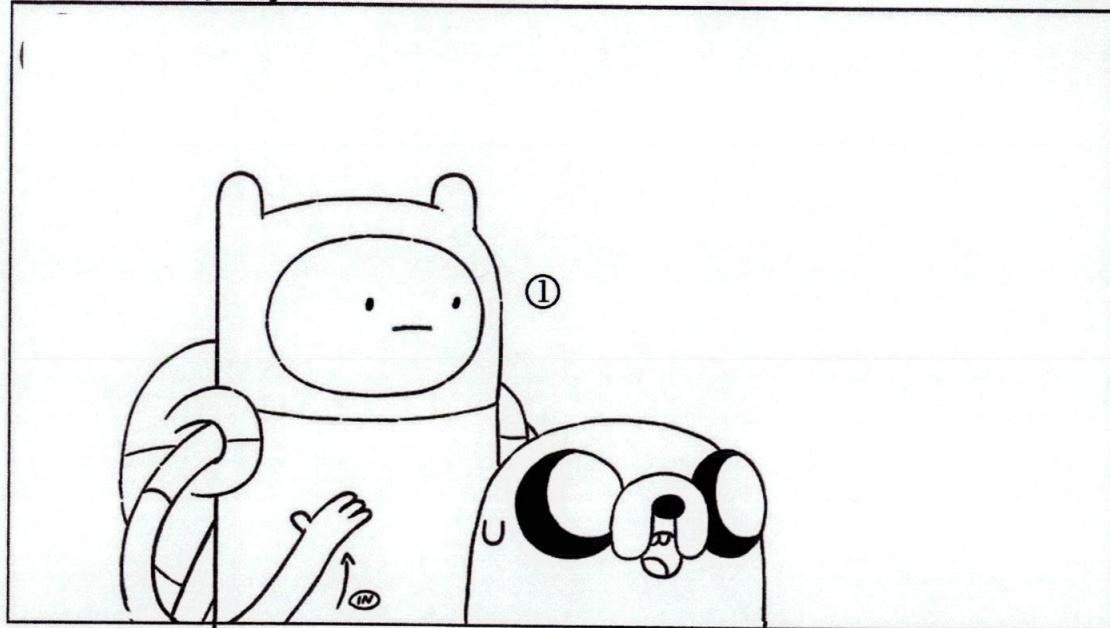
## ADVENTURE TIME

Page 27

Sc. 18 cont Pnl. B

Bg.

day night

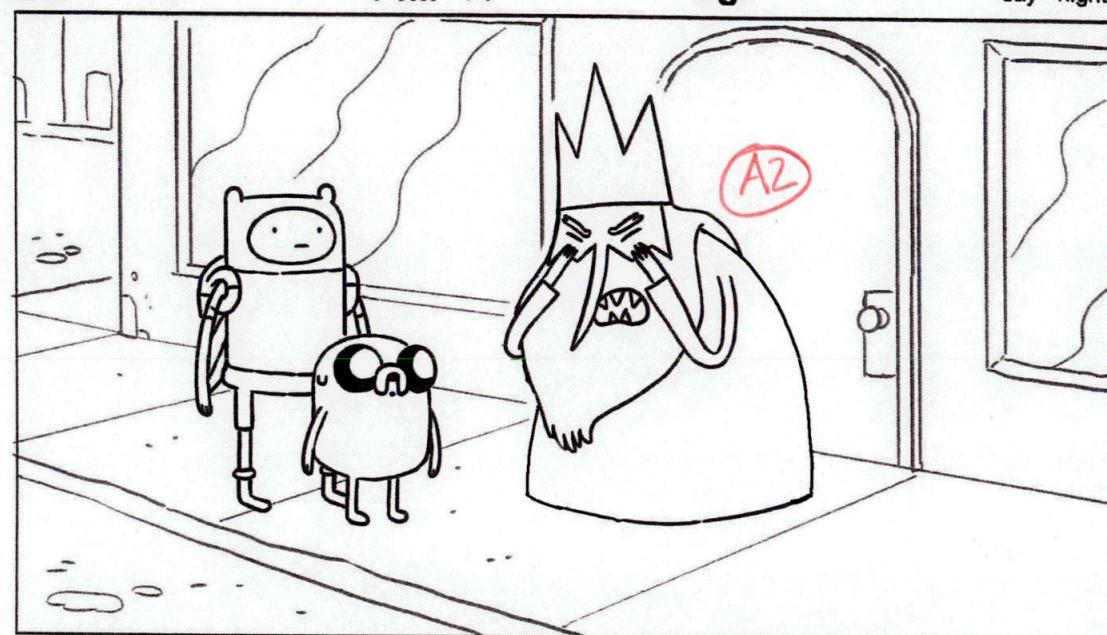


Sc. 19

Pnl. A

Bg.

day night

(BG  
SA)

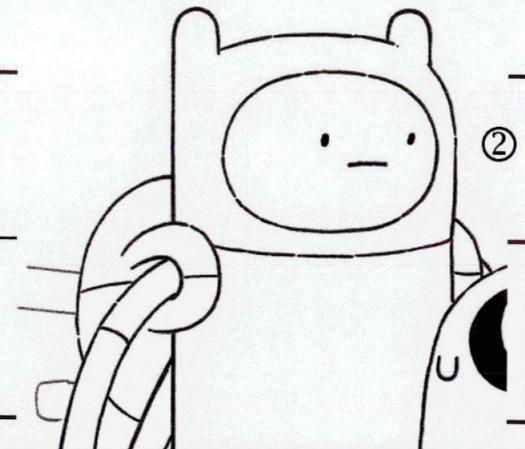
## Dialog:

(F) ... YOU'RE STEALING ALL  
... THE... HANGERS...

(J) You're stealing everyone's  
HANGERS, DUDE.

(IK) IT'S ABOUT SO MUCH MORE... SO MUCH MORE

## Action:



## Timing:



Production :

EPISODE # 1034-242

(BG  
SA)

1034/242

1034/242

# ADVENTURE TIME



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc.

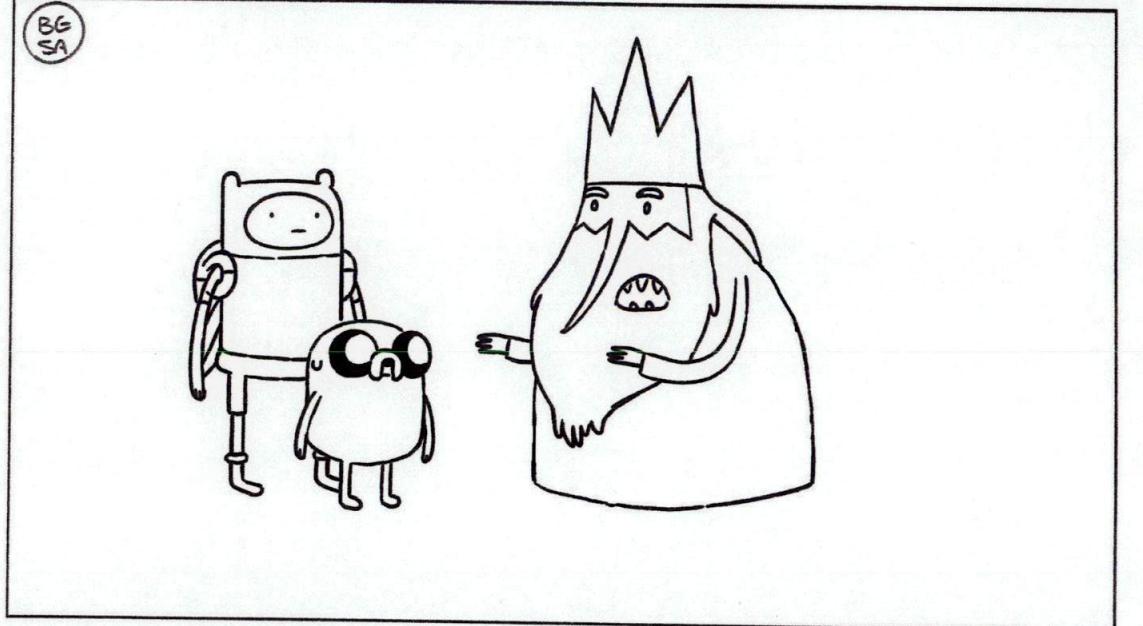
19 cont Pnl. B

Bg.

day night

Page 28

day night



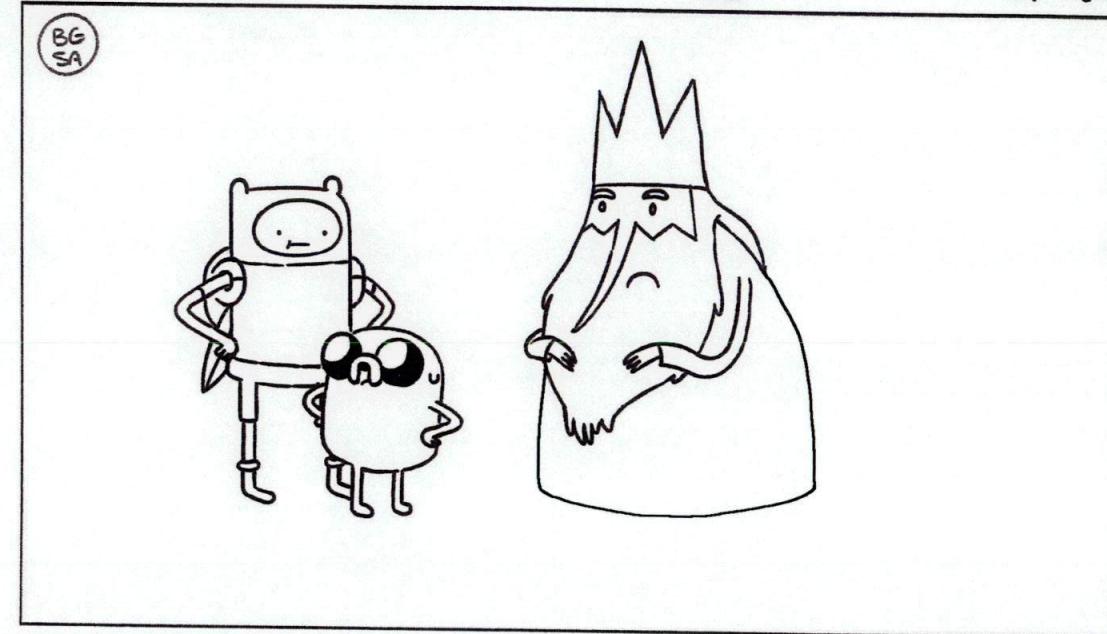
Sc.

19 cont

Pnl. C

Bg.

day night



Dialog:

(IK) COME BACK TO MY PLACE AND I'LL EXPLAIN EVERYTHING.

Action:

- F+J LOOK AT EACH OTHER.

DEC 02 2015

Timing:

Production :

EPISODE # 1054-242

1034 / 242

1034 / 242

1034 / 242

1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 29

Sc. 19 cont

Pnl. D

Bg.

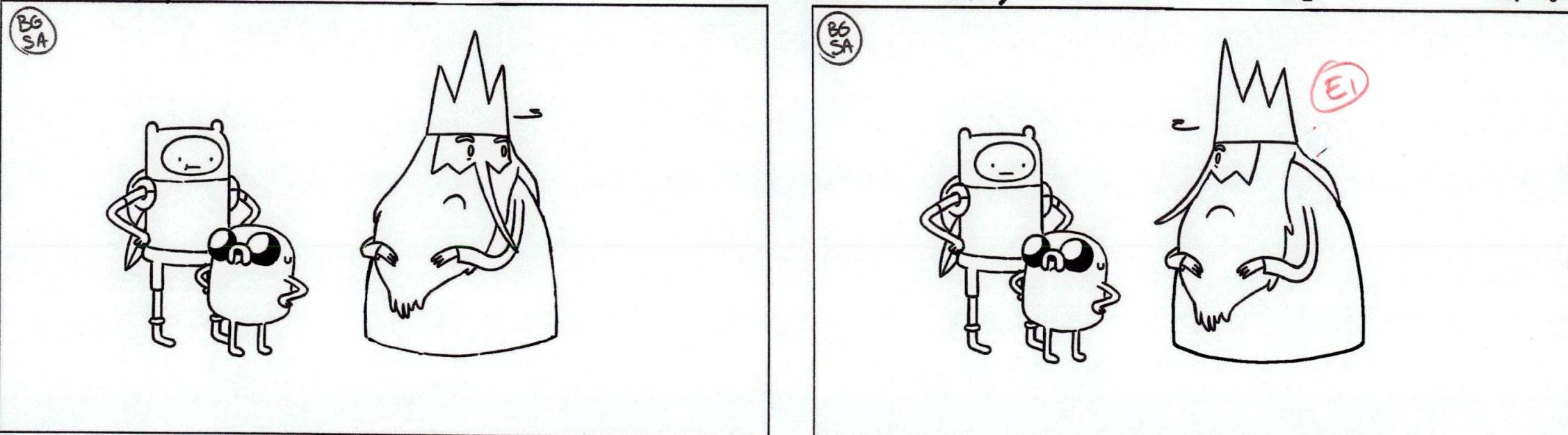
day night

Sc. 19 cont

Pnl. E

Bg.

day night



Dialog:

(F & J) MMM ...

Action:

(I.K. LOOKING  
AROUND NERVOUSLY)

Timing:



DEC 02 2015

Production :

EPISODE # 1034-242

1034 / 242

1034 / 242

1034/242

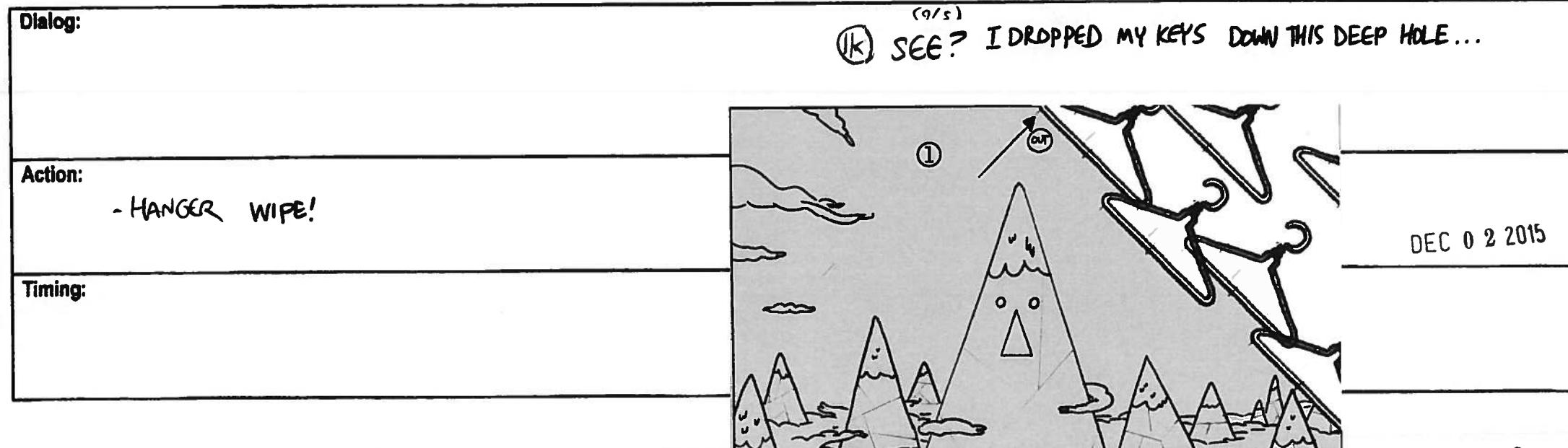
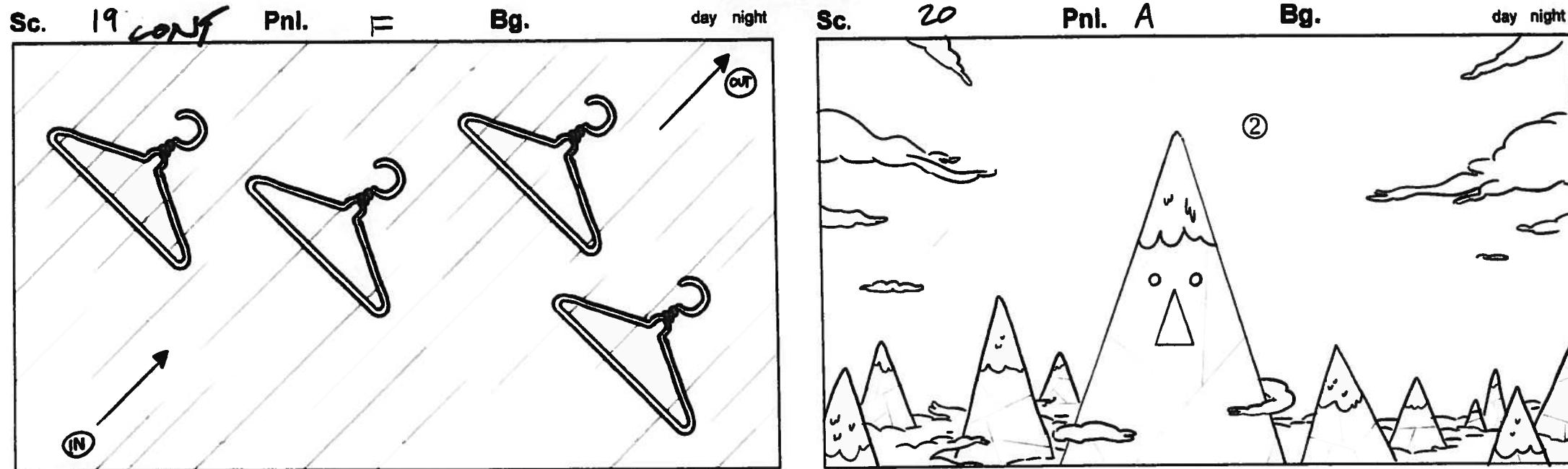
© 2011 This material is the property of The Content Network, Inc. It is copyrighted and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



REVISED  
12/18/15

Page 30



1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



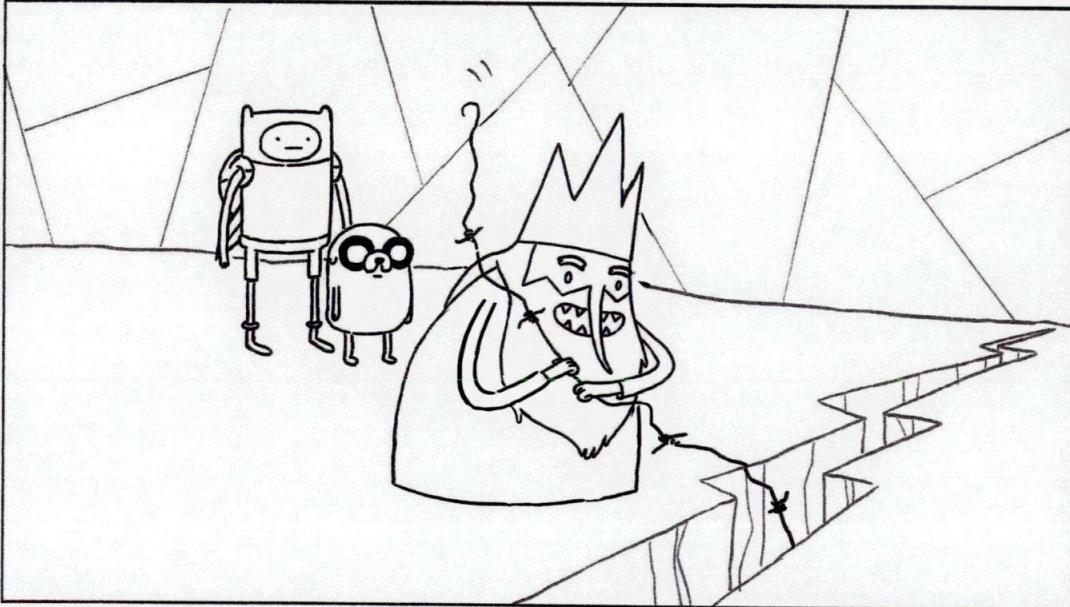
Page 31

Sc. 21

Pnl. A

Bg.

day night

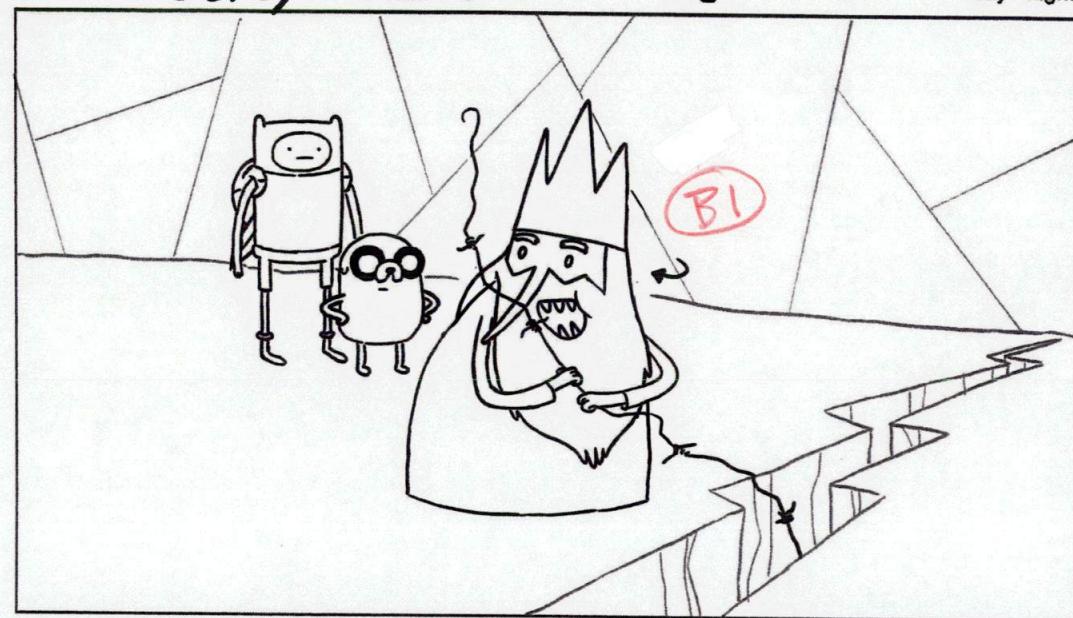


Sc. 21 cont

Pnl. B

Bg.

day night



**Dialog:**

(IK) ... I NEED ALL THESE GUYS TO HELP  
ME SNAG 'EM

(IK) WHEN I'M DONE ILL RETURN  
THEM ALL.

**Action:**

-IK WRIGGLES HANGER-LINE.

**Timing:**

DEC 02 2015



Production :

EPISODE #

1034-242

1034/242

1034/242

EPISODE # 1034-242

Production :

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or translated.

# ADVENTURE TIME



Sc. 21 cont

Pnl. C

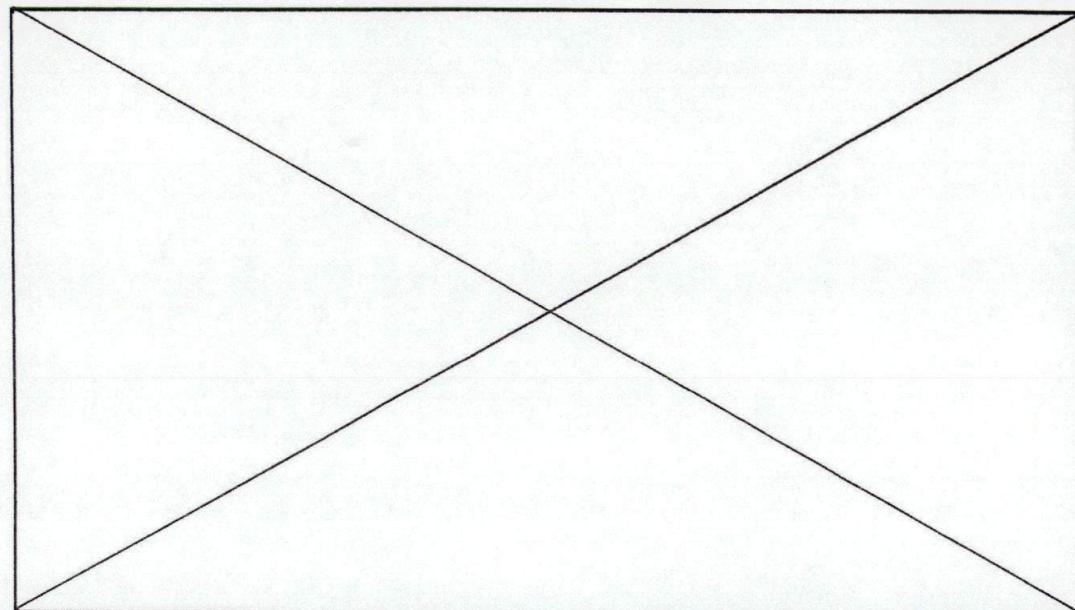
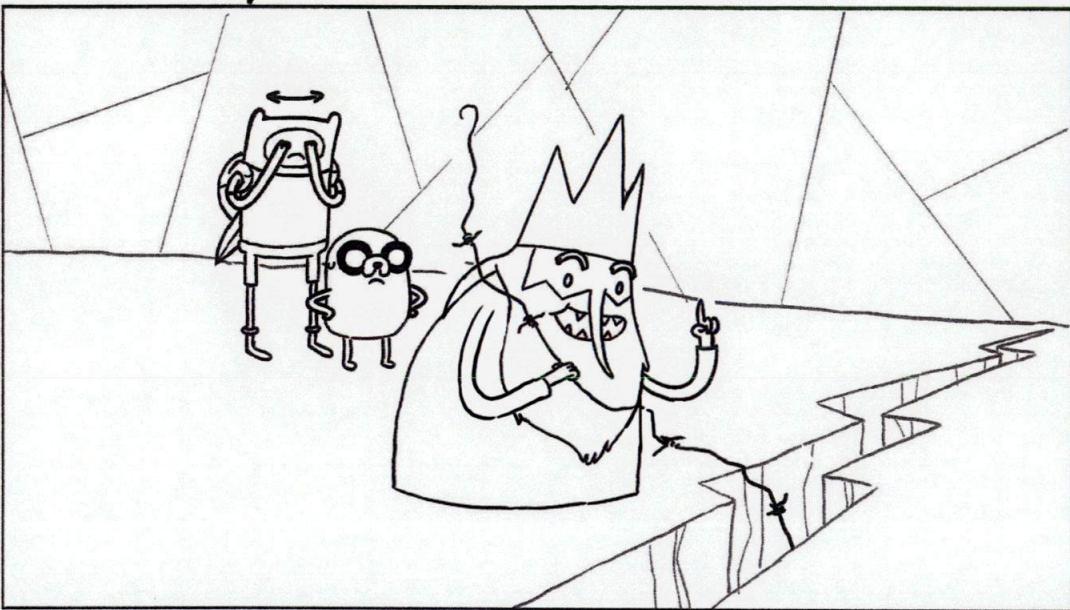
Bg.

day night

Sc.

NO SC'S  
22-25

Page 32  
NO PGS 31-35  
day night



Dialog:

(IK) AND THAT'S AN ICE PROMISE!

Action:

- F. FACE PALMS AND SHAKES HEAD.

DEC 02 2015

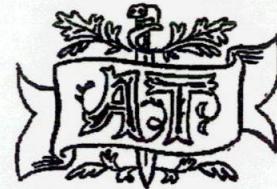
Timing:

1034/242

1034/242

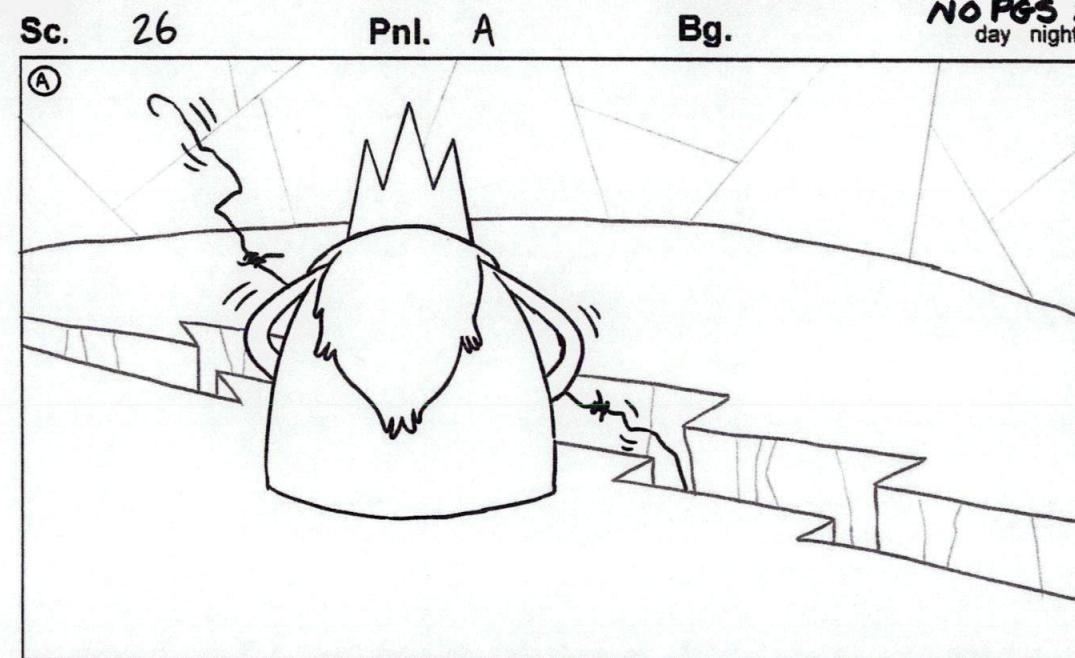
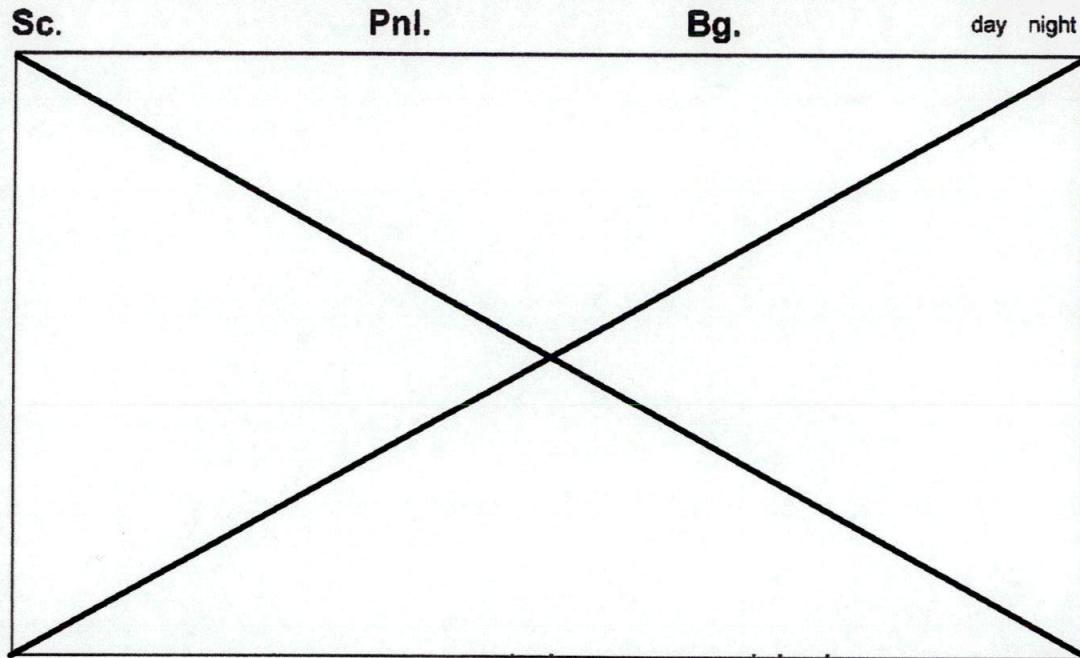
©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



NO  
SC  
27

Page 36  
No 37-38  
day night



EPISODE # 1034-242

1034/242

Dialog:

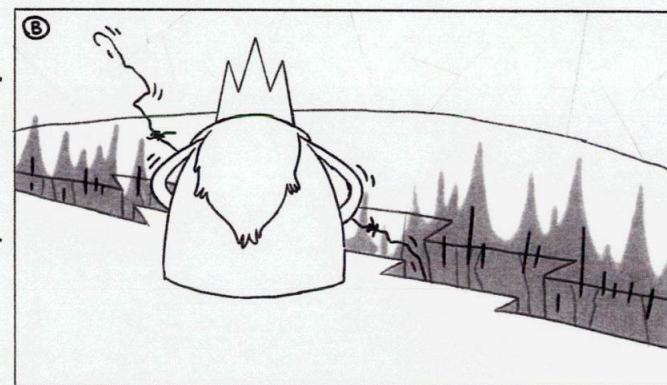
(FINN'S POV)

DEC 02 2015

Action:

- A WEIRD GLOWING  
COMING FROM THE  
CRACK

Timing:



Production :

1034/242

1034/242

# ADVENTURE TIME



REVISED  
3/17/10

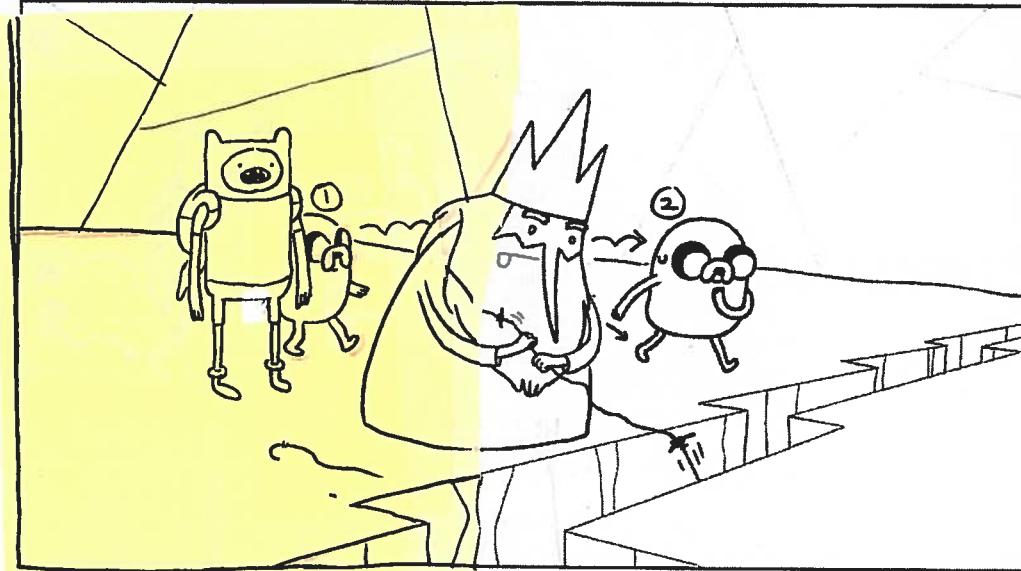
Page 39

Sc. 28

Pnl. A

Bg.

day night

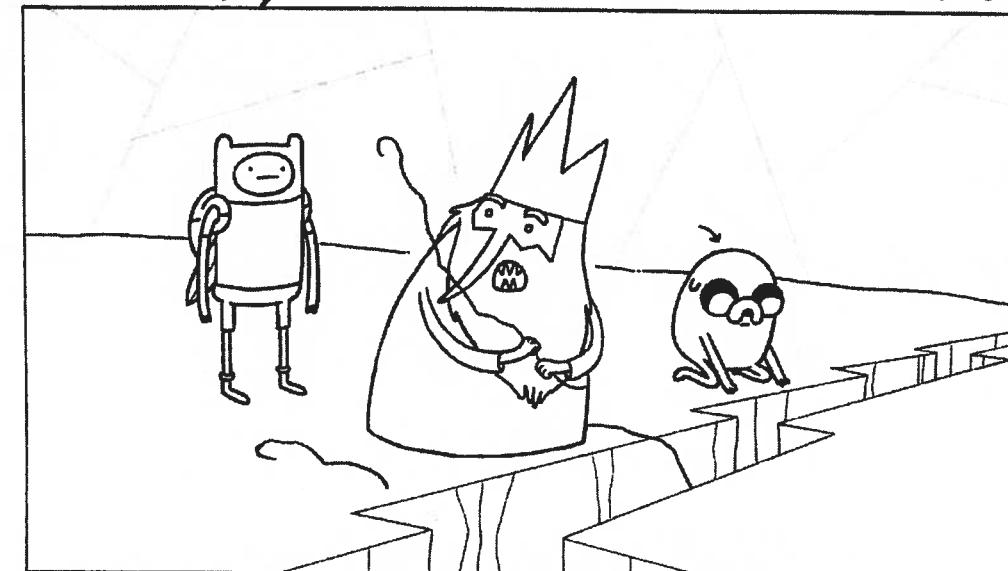


Sc. 28 cont

Pnl. B

Bg.

day night



Dialog:

(F) HOW LONG'S THIS CRACK BEEN HERE?

(IK)

FOREVER.... BEFORE FOREVER.

- J. WALKS FORWARD.

- J. KNEELS AT COGC.

DEC 02 2015

Production :

1034/242

EPISODE # 1034-242

1034/242

1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

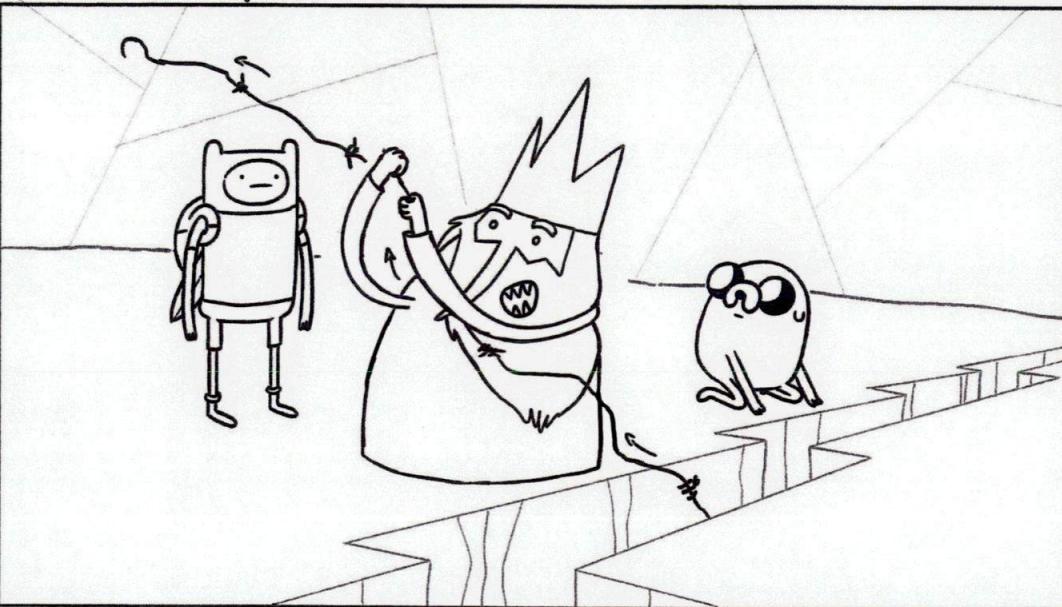


Page 40

Sc. 28 CONT Pnl. C

Bg.

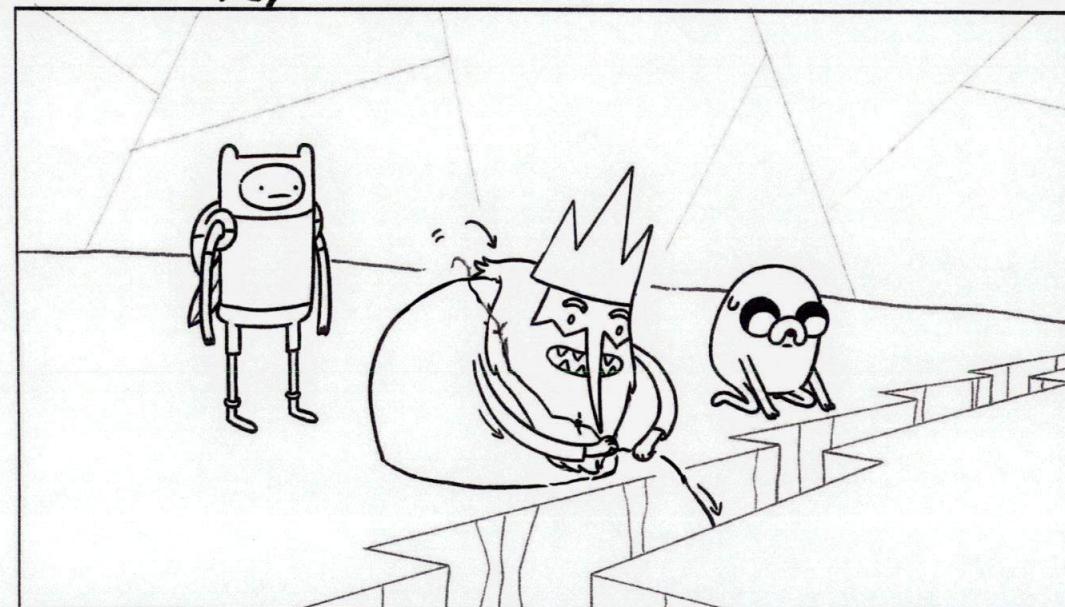
day night



Sc. 28 CONT Pnl. D

Bg.

day night



Dialog:

(IK) AS LONG AS I CAN REMEMBER ...

Action:

- IK ADDS HANGER TO LINE.

- IK LOWERS LINE AGAIN.

DEC 02 2015

Timing:

Production :

1034 / 242

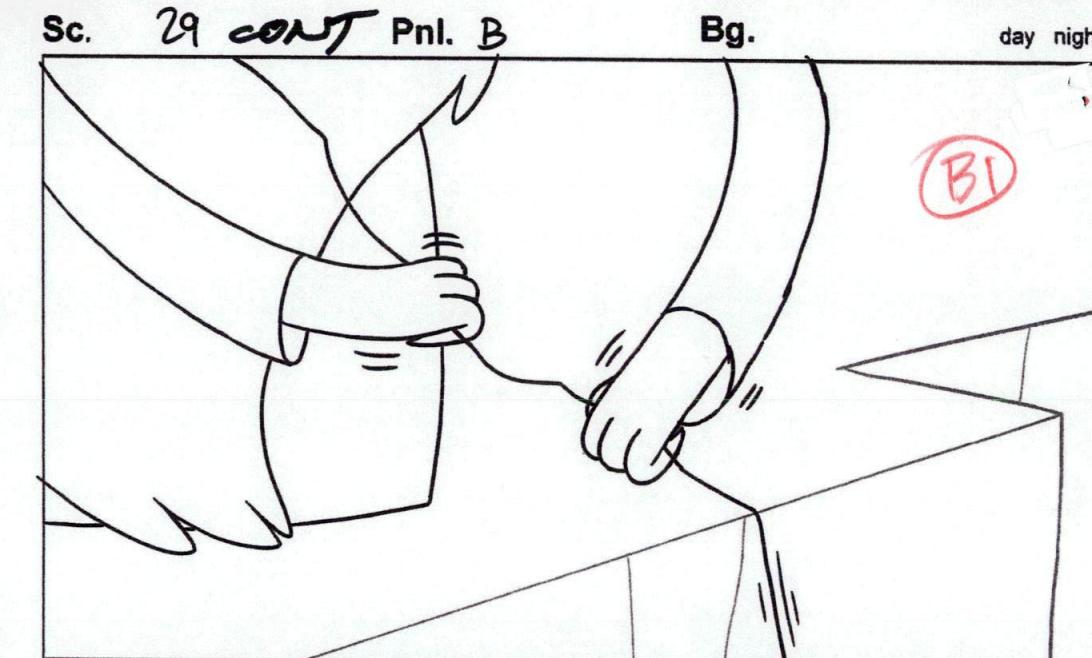
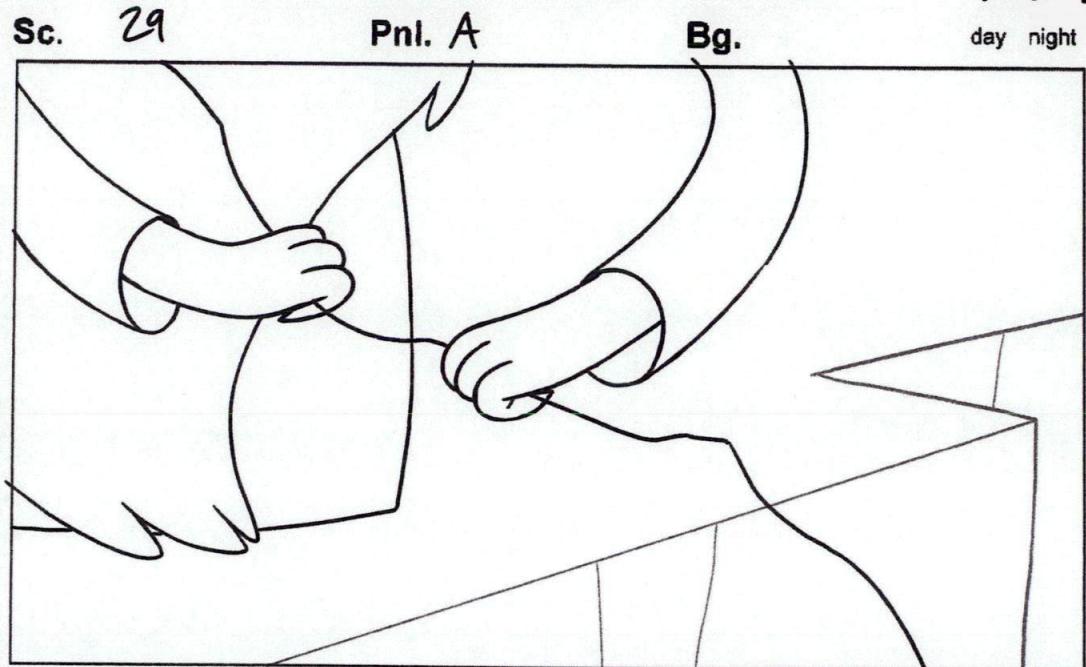
1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 41



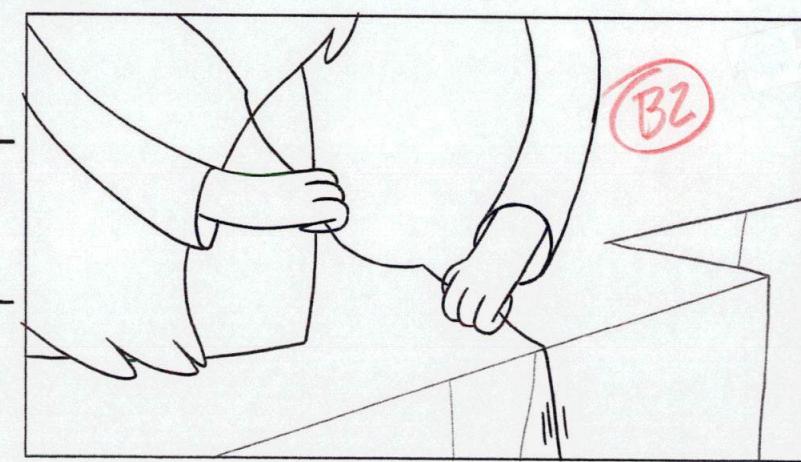
Dialog:

(IK) WHAT THE...

Action:

(TUG TUG)  
ⒶⒷ... ⒶⒷ...

Timing:



Production :

EPISODE # 1034-242

1034 / 242

1034 / 242

# ADVENTURE TIME



Page 42

1034 / 242

© 2011. This material is the property of The Cartoon Network Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 29 cont Pnl. C

Bg.

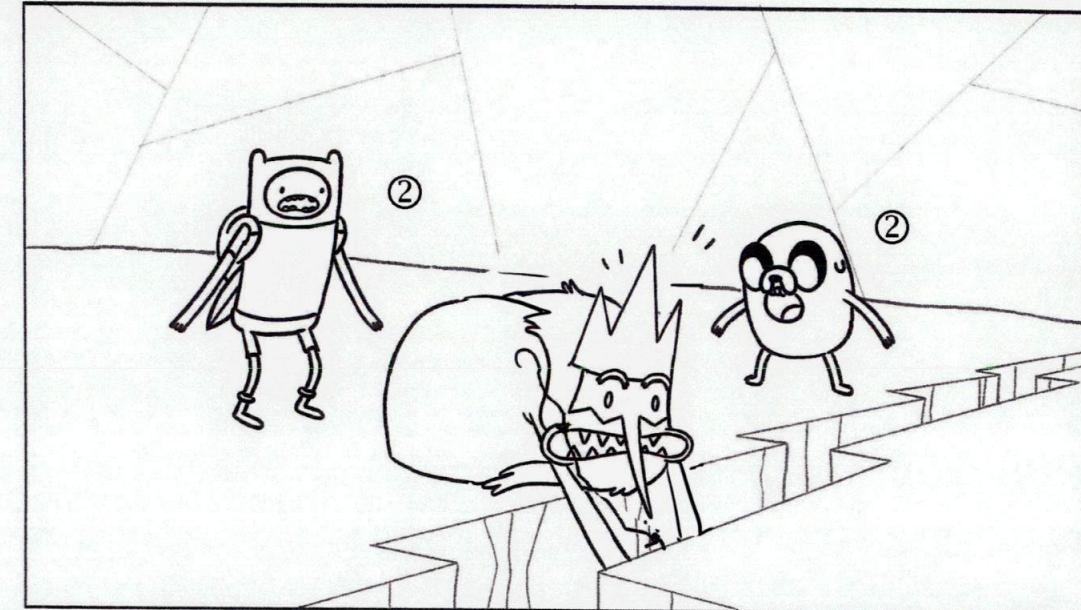
day night



Sc. 30

Pnl. A

day night



Dialog:

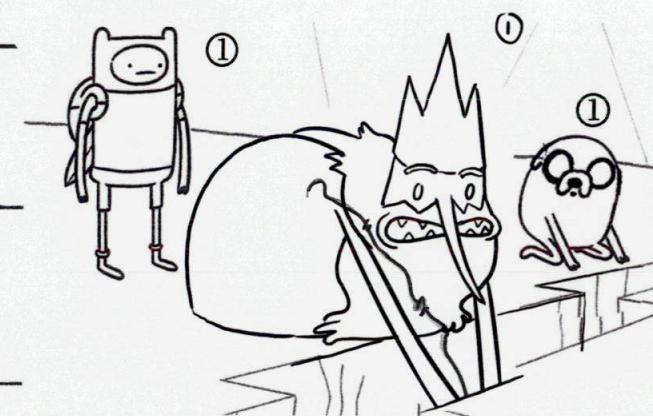
(IK) AHH! SOMETHIN'S GOT ME!

DEC 02 2015

Action:

- IK'S ARMS  
ARE YANKED  
FORWARD.  
(YANK!)

Timing:



Production :

EPIISODE # 1034-242

1034 / 242

1034 / 242

1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

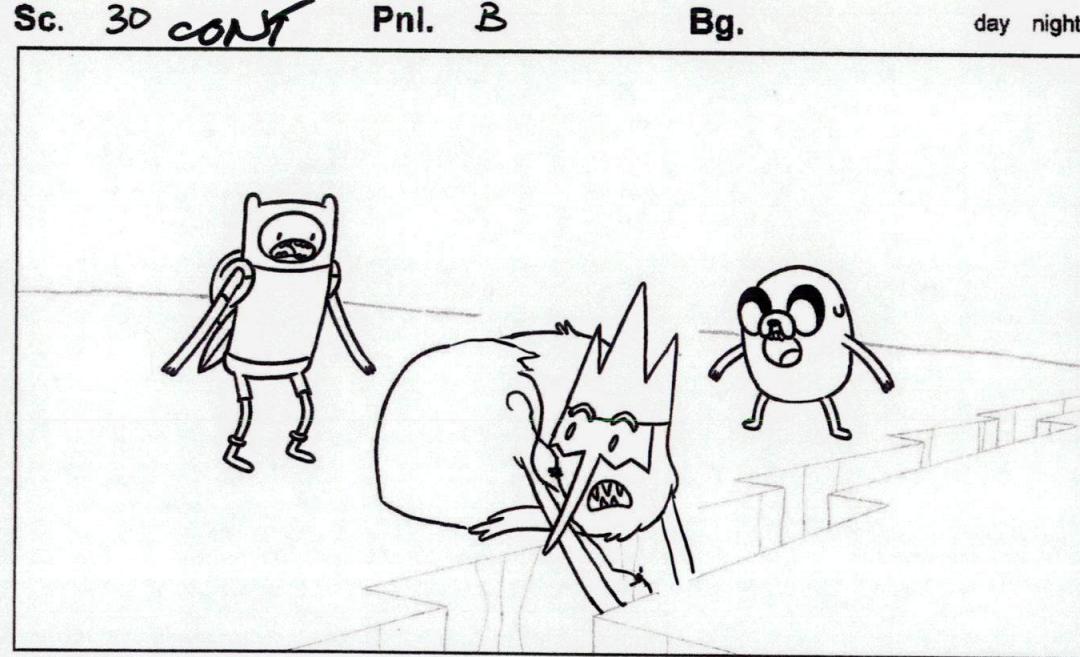


Page 43

Sc. 30 cont Pnl. B

Bg.

day night



Dialog:

(F) LET GO OF THE HANGER!  
(IK) HUH?  
(J) LET GO!

Action:

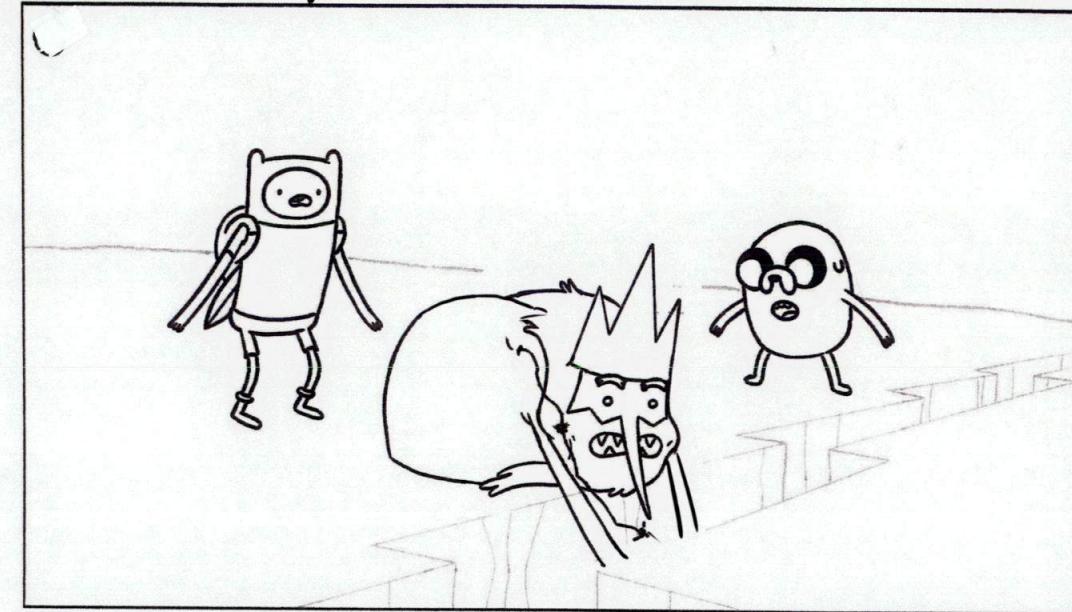
- HANGER WIRE  
WHIPS DOWN CRACK  
AFTER RELEASE

Timing:

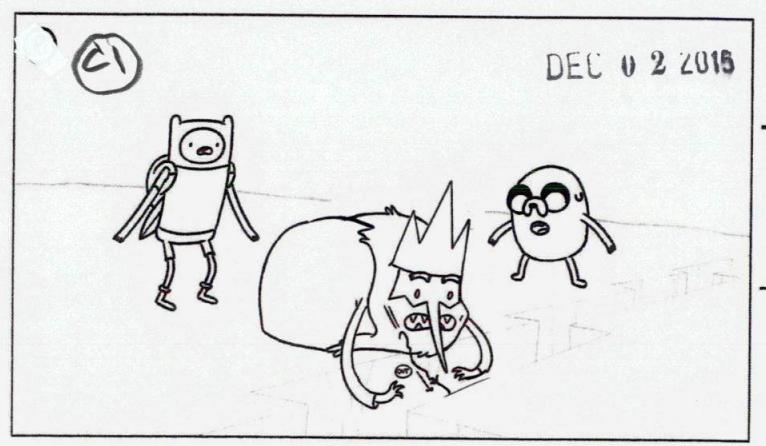
Sc. 30 cont Pnl. C

Bg.

day night



(IK) OH...



Production :

EPISODE # 1034-242

1034 / 242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

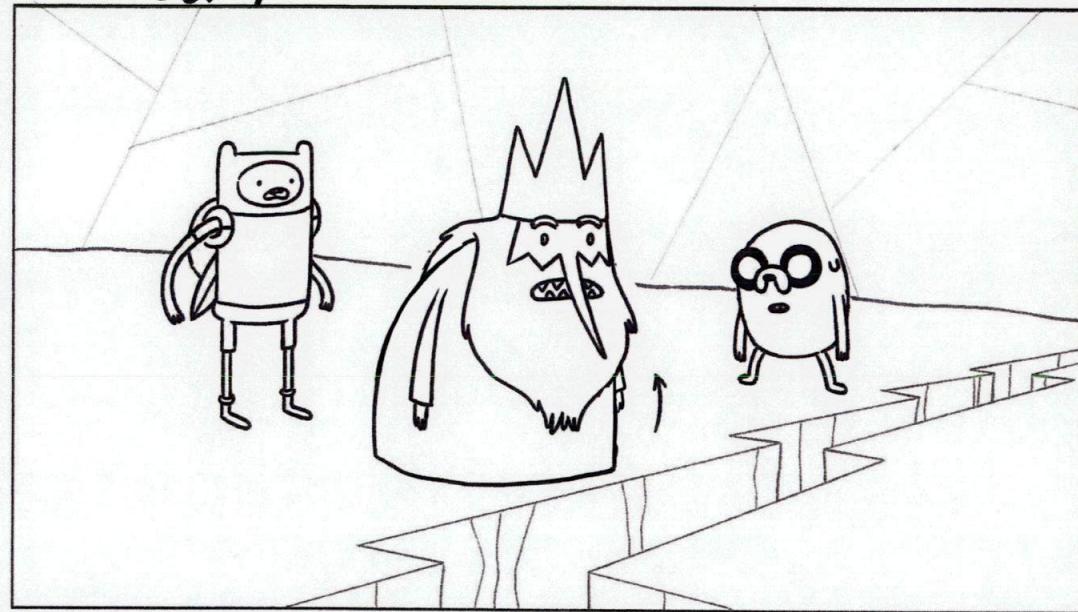


Page 44

Sc. 30 const Pnl. D

Bg.

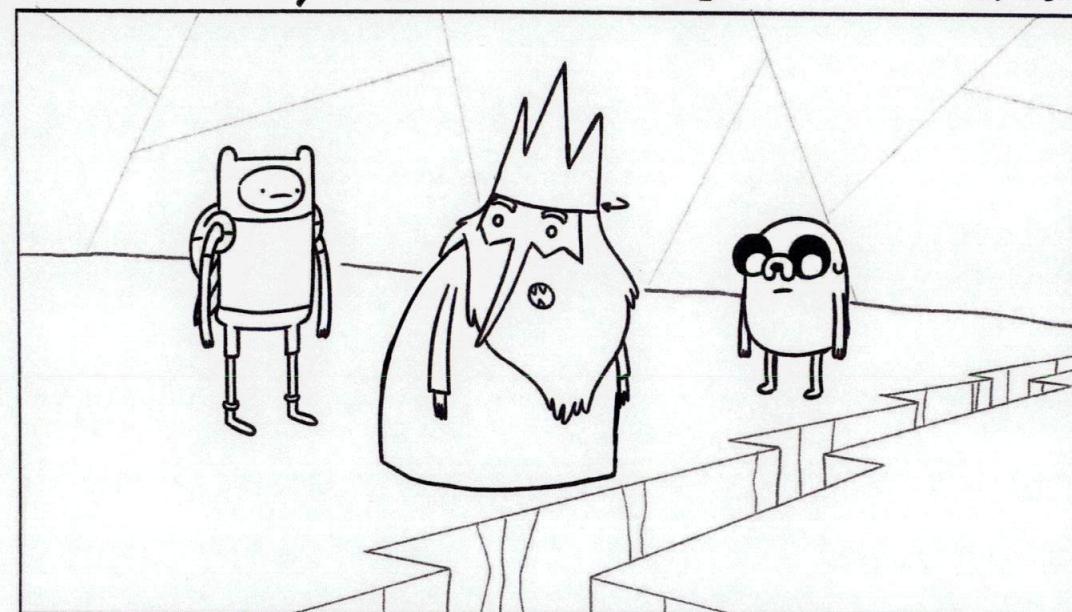
day night



Sc. 30 const Pnl. E

Bg.

day night



Dialog:

(IK) THERE'S SOMETHING DOWN THERE

Action:

- IK STANDS UP.

DEC 02 2015

Timing:

Production :

EPIISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

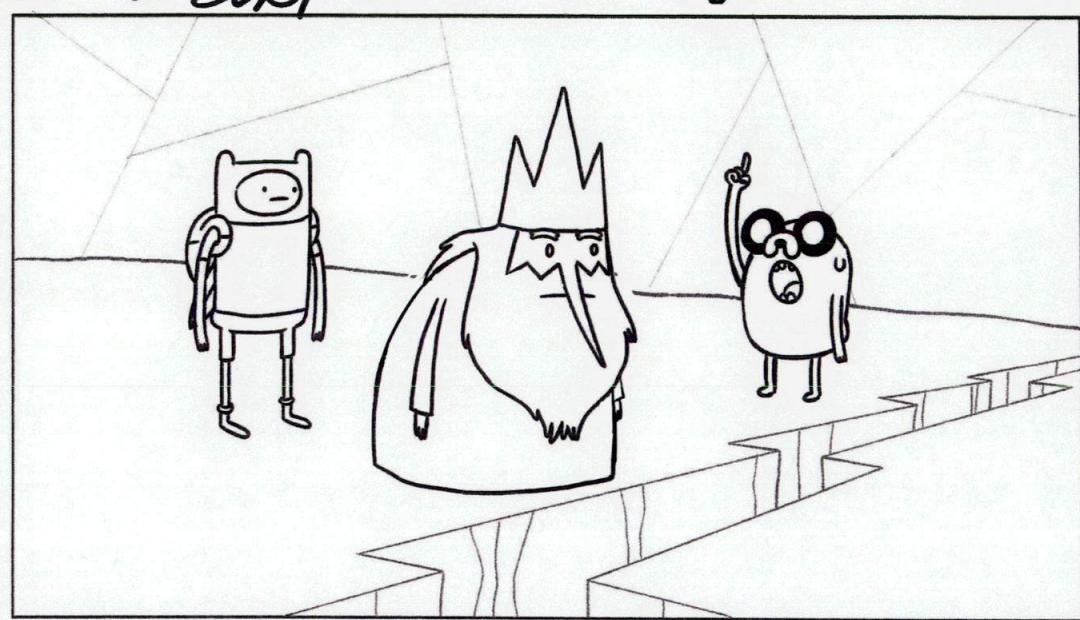


Page 45

Sc. 30 *cont* Pnl. F

Bg.

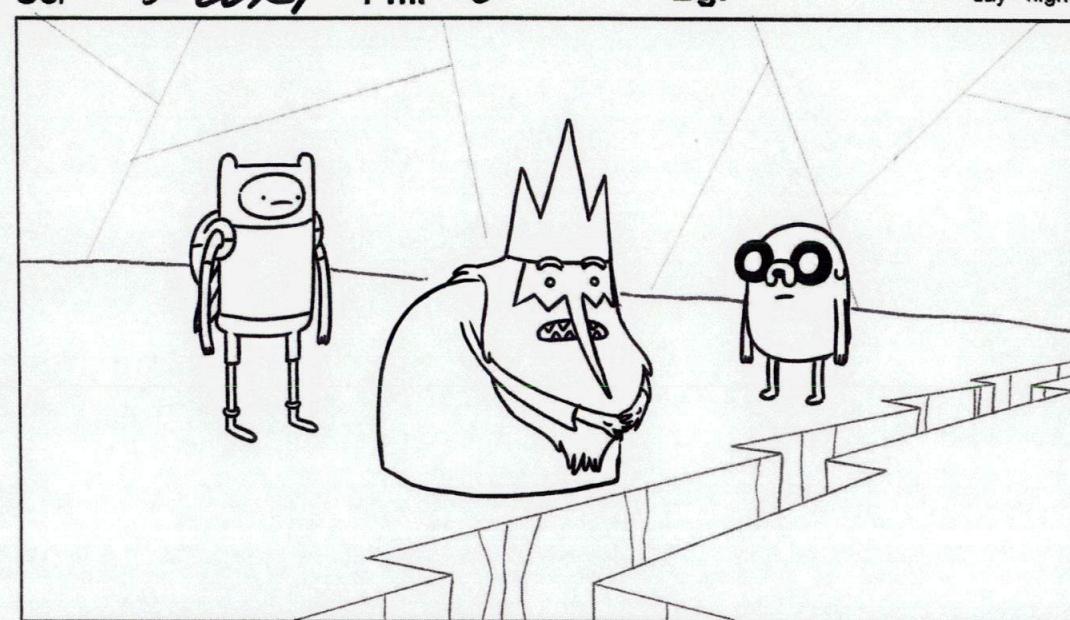
day night



Sc. 30 *cont* Pnl. G

Bg.

day night



**Dialog:**

(J) THIS CALLS FOR AN INVESTIGATION!

(IK) ALL RIGHT STAND BACK

**Action:**

(CRACKS KNUCKLES)

DEC 02 2015

**Timing:**

Production :

EPISODE # 1034-242

1034 / 242

1034 / 242

1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

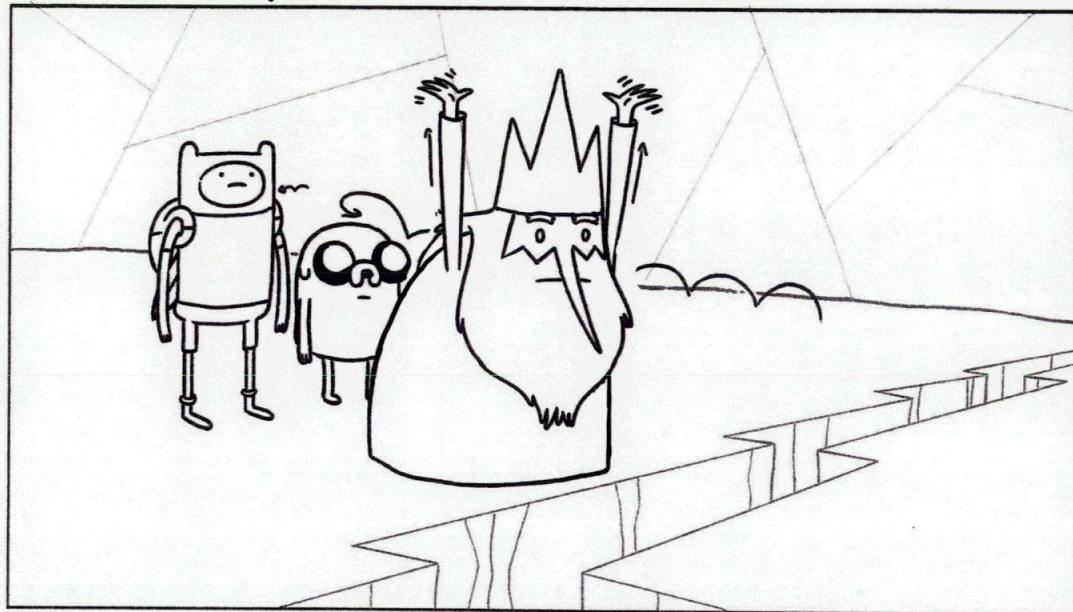
# ADVENTURE TIME

Sc. 30 CONT Pnl. H

Bg.



day night



Dialog:

(IK) CHECK IT OUT.

Action:

(STRETCH  
STRETCH)

(JAKE STANDS NEXT TO FINN)

DEC 02 2015

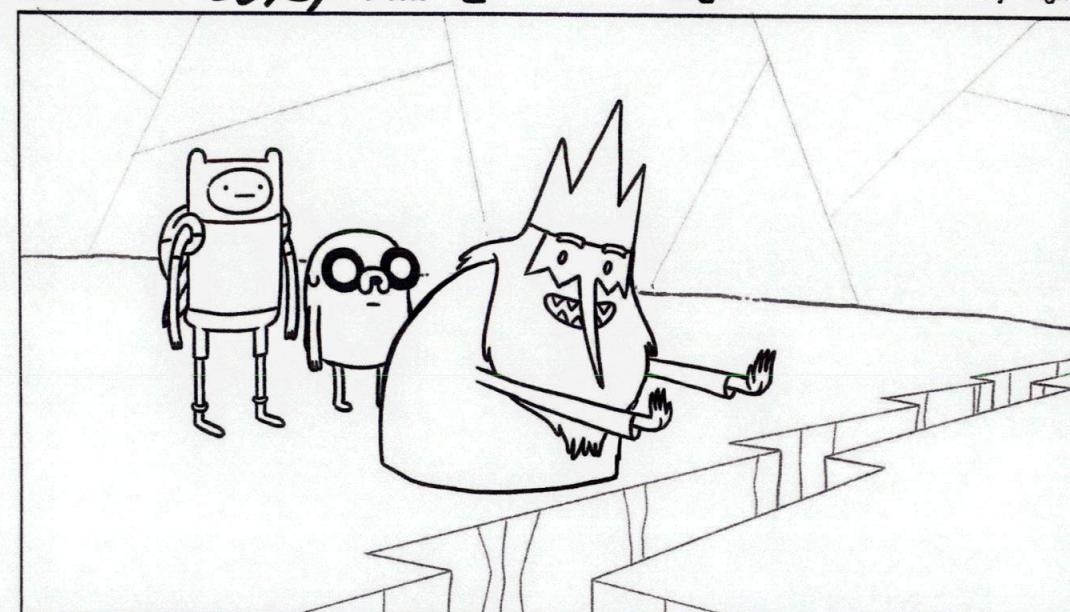
Timing:

Production :

Sc. 30 CONT Pnl. I

Bg.

day night



Page 46

1034-242

EPISODE #

1034 / 242

1034 / 242

1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

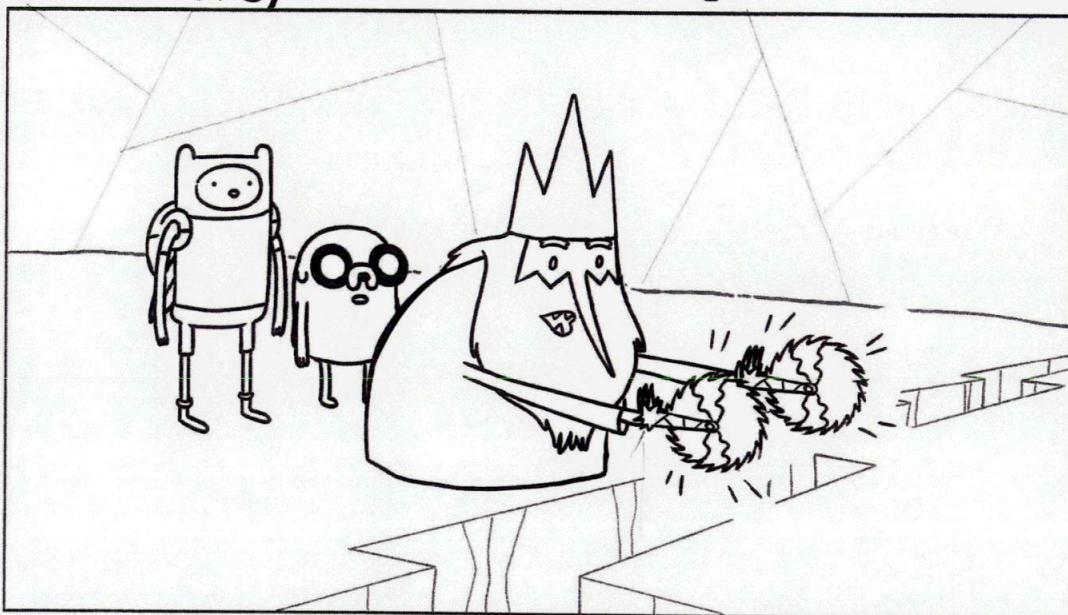


Page 47

Sc. 30 cont Pnl. J

Bg.

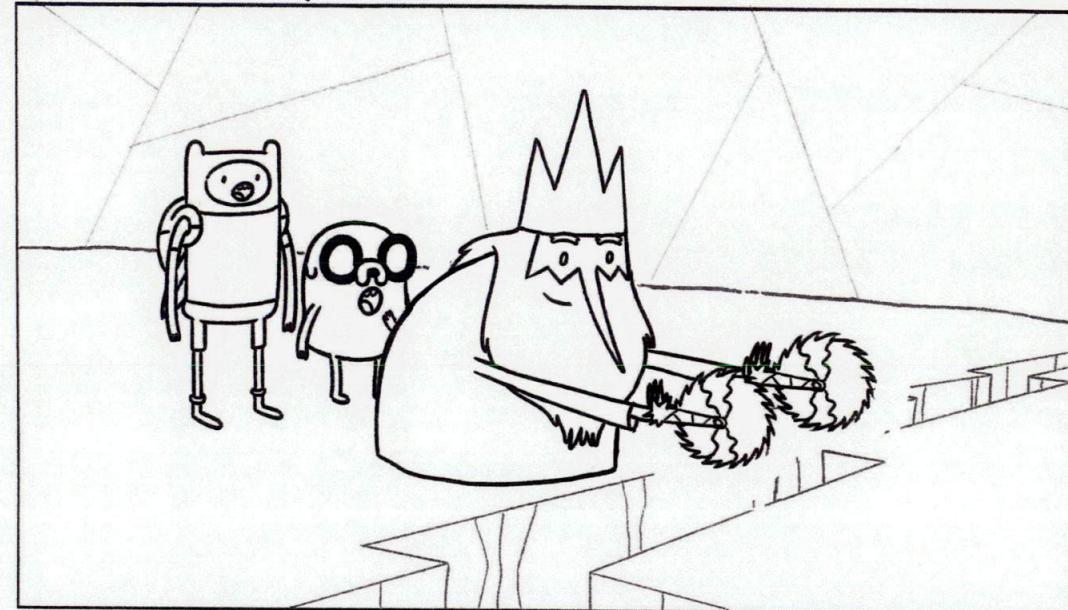
day night



Sc. 30 cont Pnl. K

Bg.

day night



Dialog:

(SFX) SHING!  
SHING!

(F) WHOA!  
(J) ICE BLADES!

Action:

- IK FORMS TWO ICE-SAW BLADES.

DEC 02 2015

Timing:

Production :

1034 / 242

1034 - 242

EPIISODE #

1034 / 242

# ADVENTURE TIME



Page 48

Sc.

Pnl.

Bg.

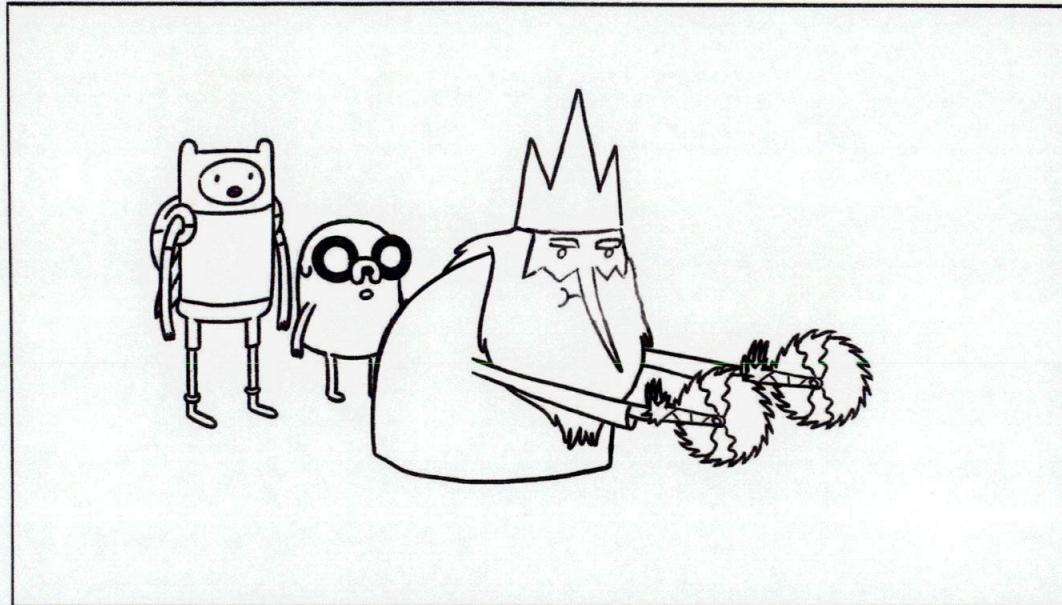
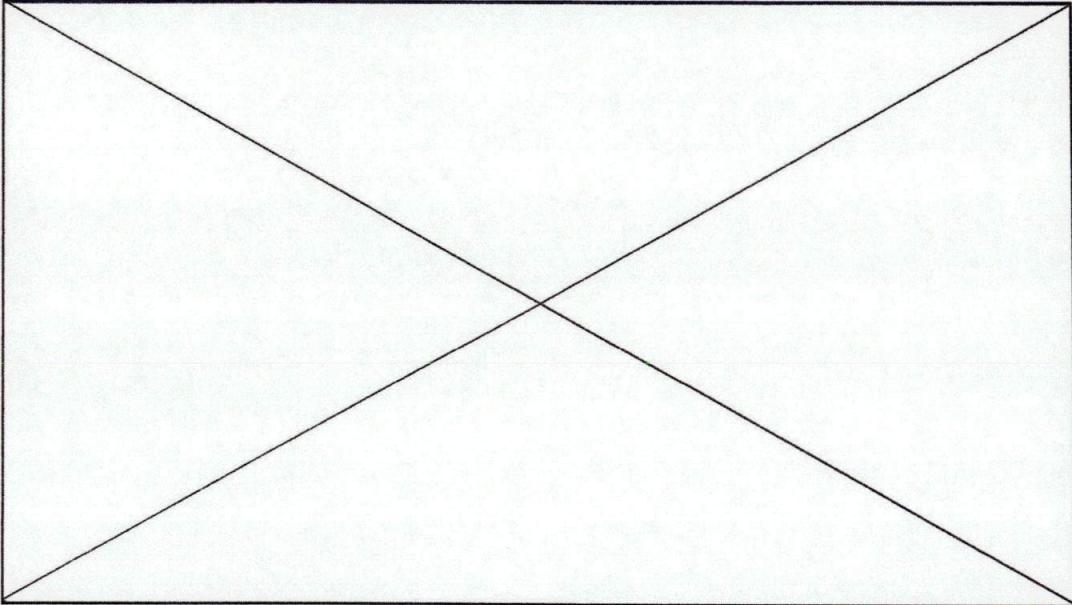
day night

Sc. 30 cont

Pnl. L

Bg.

day night



Dialog:

(IK) HUNNNN...

Action:

- (IK) STRAINS

DEC 02 2015

Timing:

Production :

1034/242

# ADVENTURE TIME



Page 49

Sc. 30 cont Pnl. M

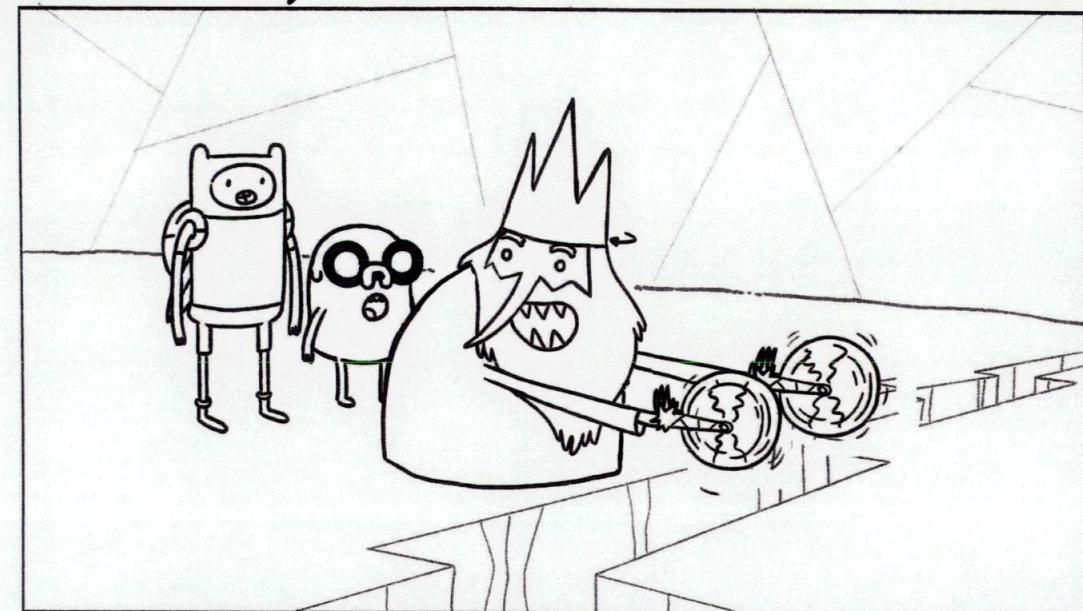
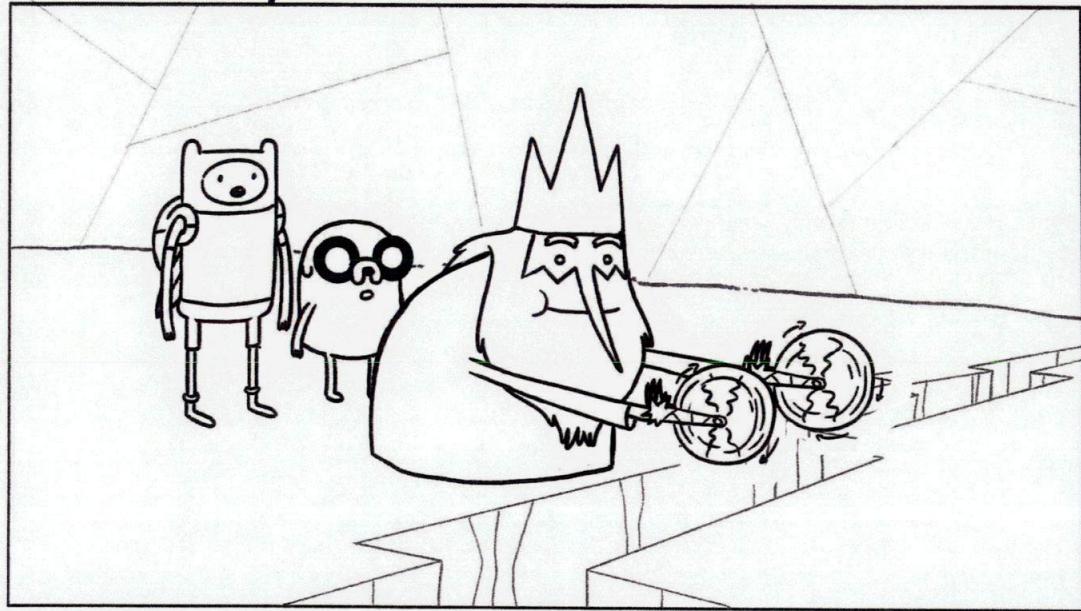
Bg.

day night

Sc. 30 cont Pnl. N

Bg.

day night



1034/242

2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

(SFX) WRIRRRR

(IK) FOLLOW ME FELLAS!

Action:

- BLADES SPIN.

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 31

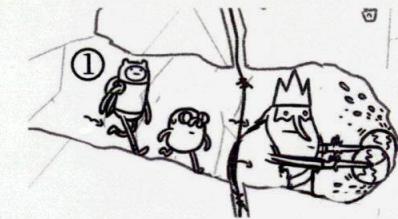
Pnl.

Bg.



day night

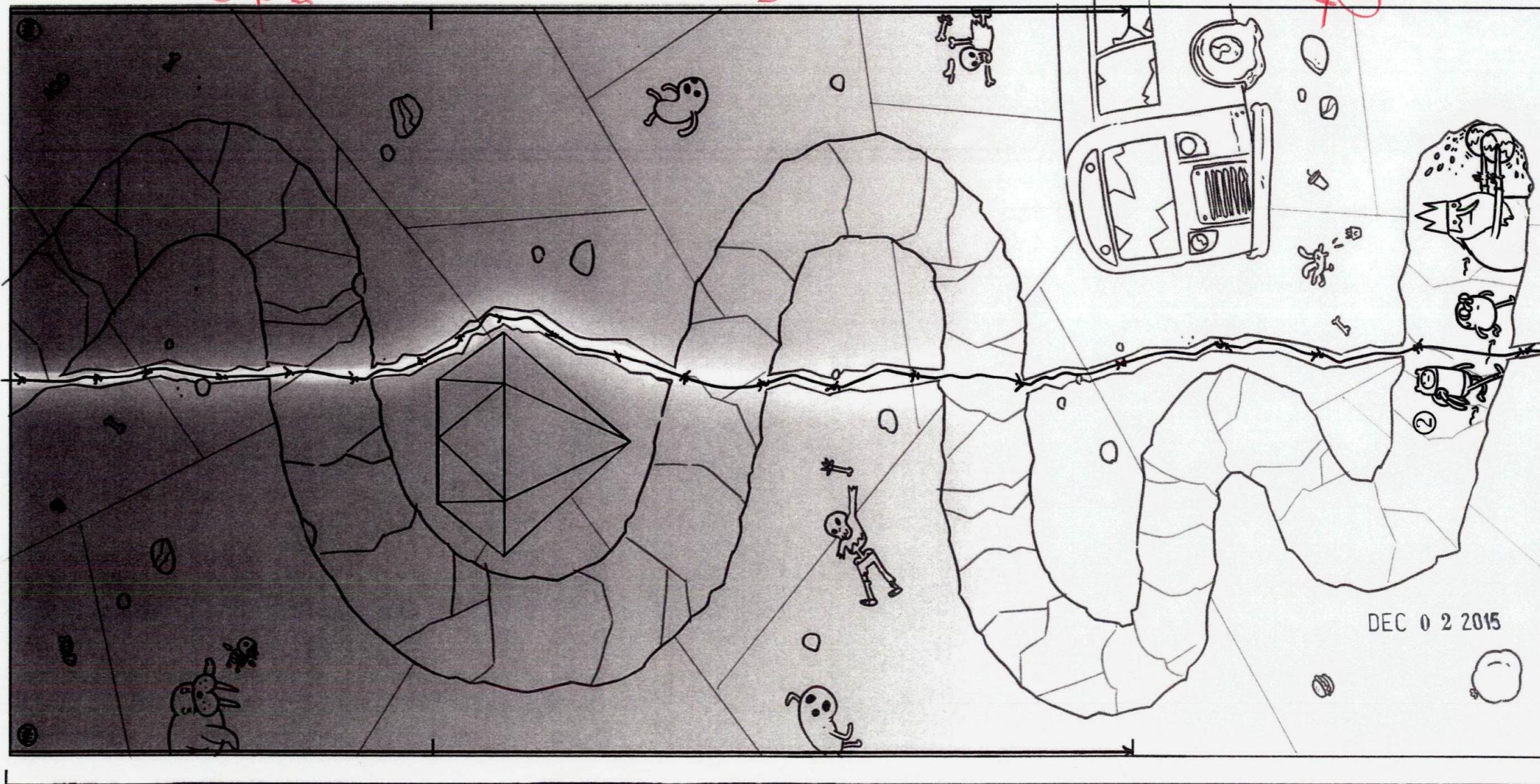
Vest  
PCN  
4



Page 50

VERT-PAN DOWN DEEPER INTO ICE KINGDOM.

②



Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

# ADVENTURE TIME



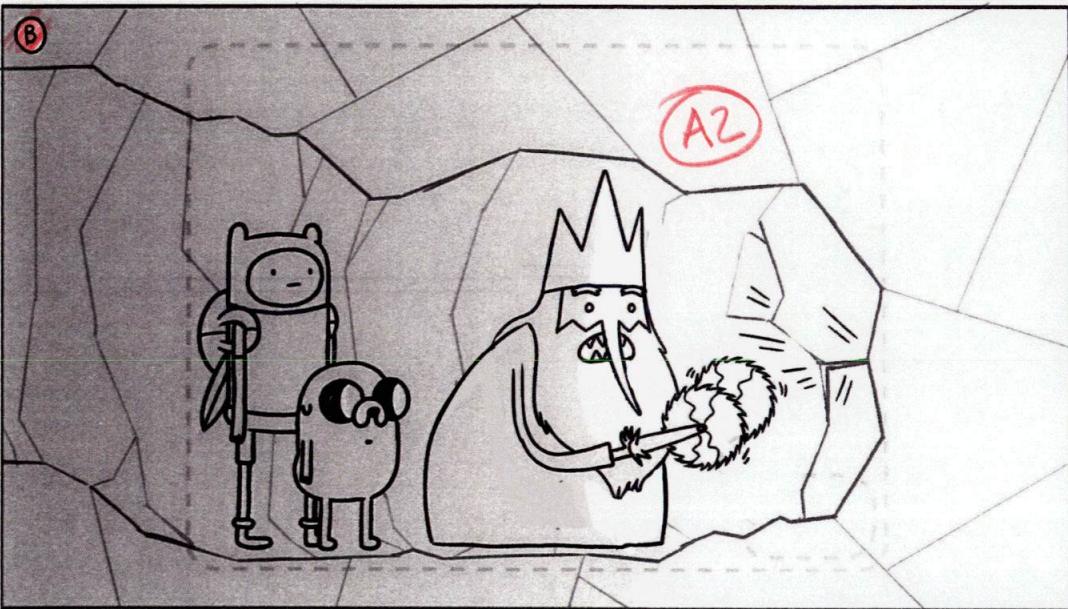
Page 51

Sc. 32

Pnl. A

Bg.

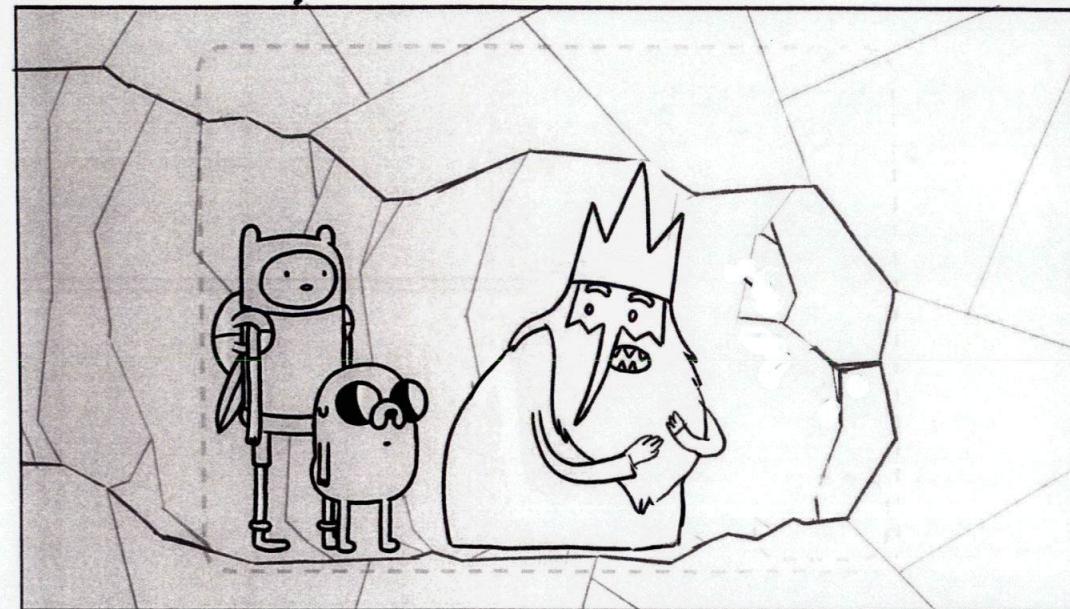
day night



Sc. 32 cont Pnl. B

Bg.

day night



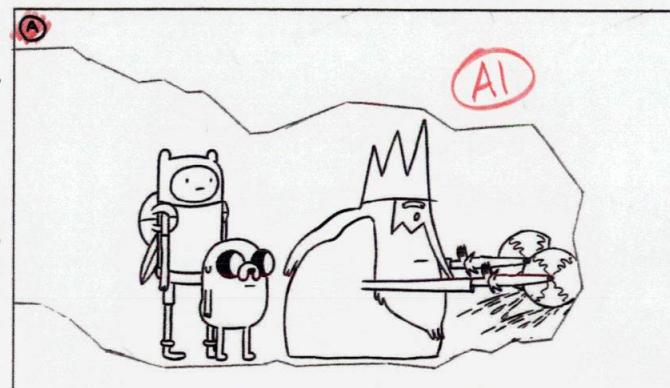
1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

(IK) WATCH YOUR HEADS

Action:



Timing:

SFX: \*SKSH\*

(A) (B)  
<BREAKS THRU  
ICE>

- ICE BLADES DISSIPATE,

DEC 02 2015

Production :

1034-242

EPISODE #

1034/242

1034/242

# ADVENTURE TIME



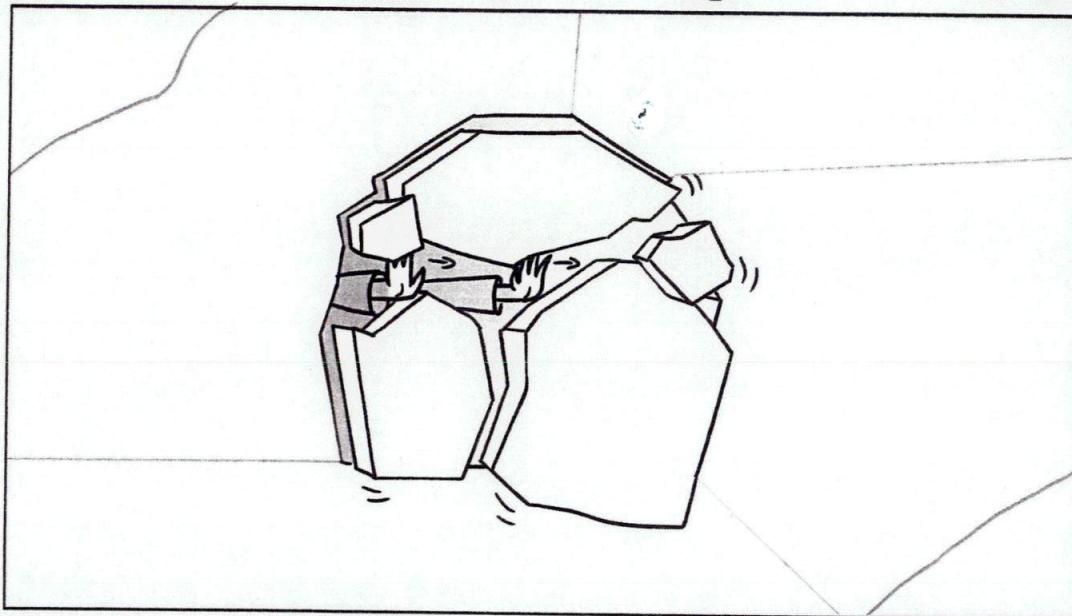
\* 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 33

Pnl. A

Bg.

day night

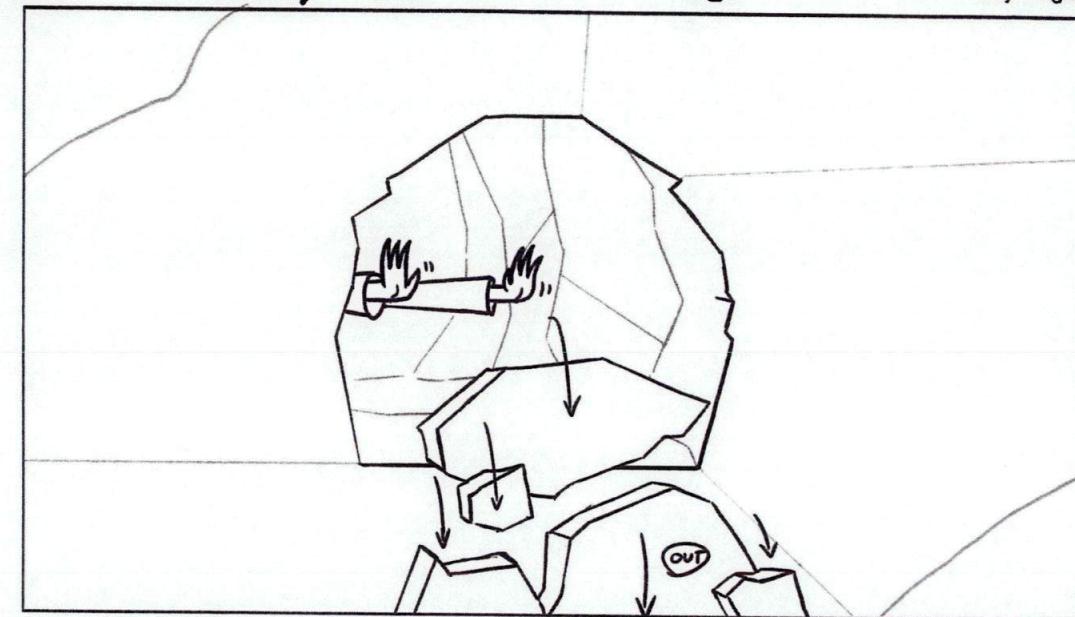


Sc. 33 cont

Pnl. B

Bg.

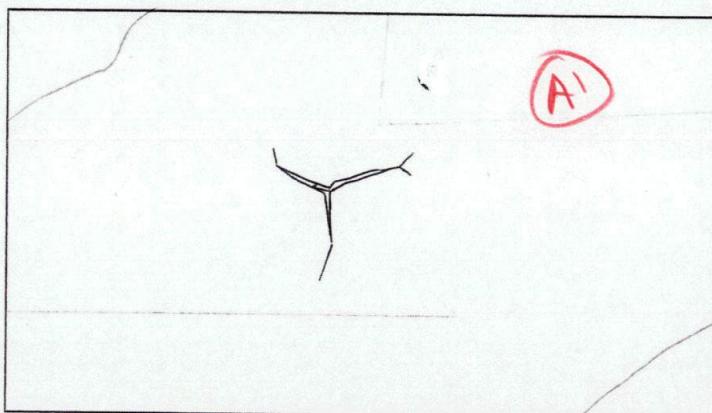
day night



Dialog:

(SFX) SCHUNK!

Action:



Timing:

- IK PUSHES ICE OUT OF TUNNEL ENTRANCE

DEC 02 2015

Production :

Page 52

day night

EPISODE # 1034-242

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

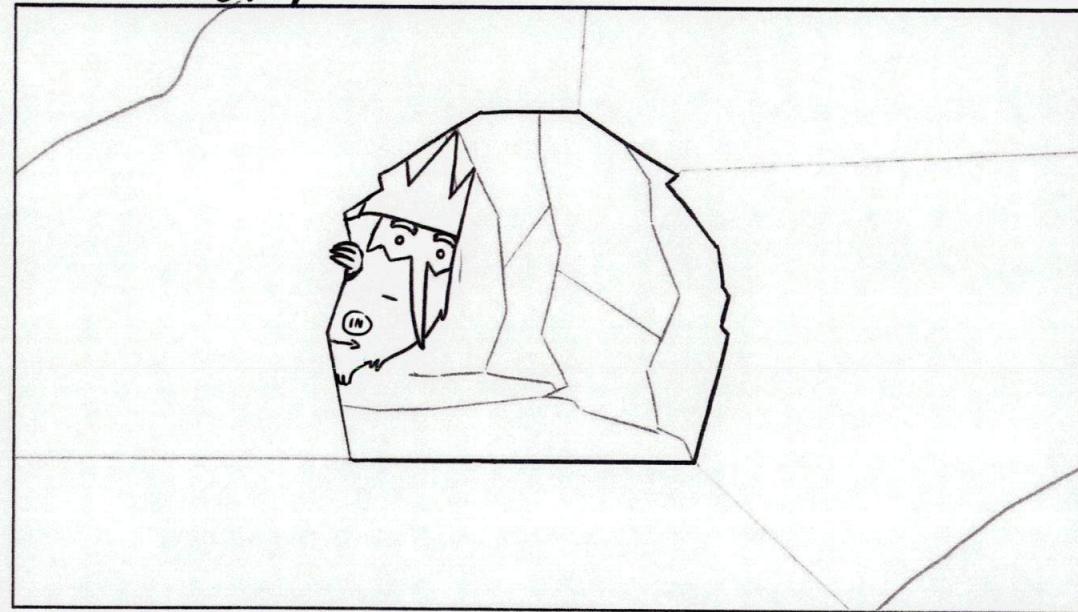


Page 53

Sc. 33 cont Pnl. C

Bg.

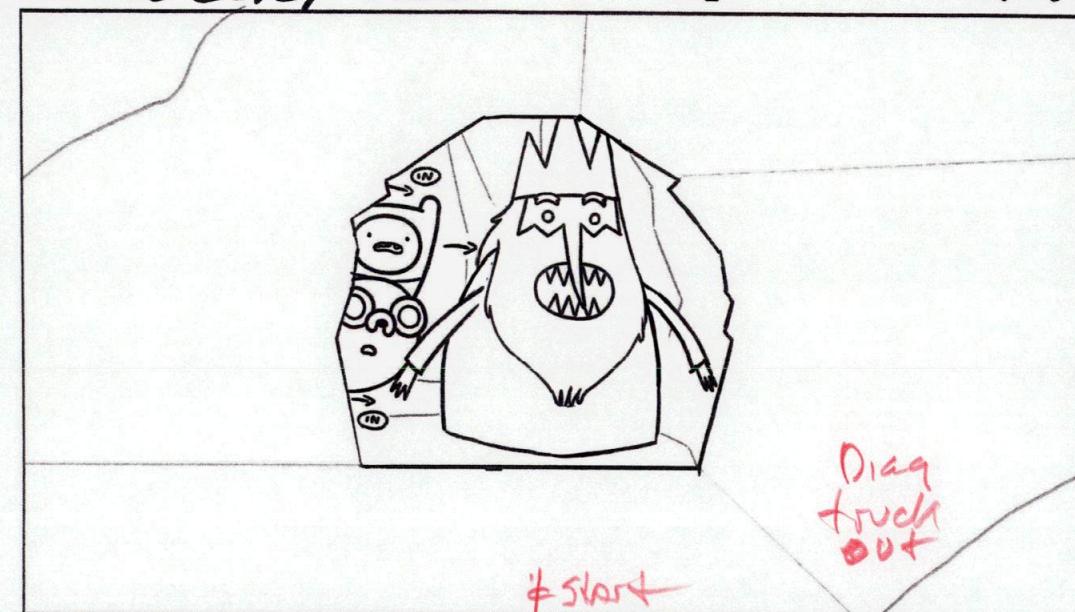
day night



Sc. 33 cont Pnl. D

Bg.

day night



Dialog:

(IK) HOLY MOLEY!

Action:

- IK PEEKS OUT.

DEC 02 2015

Timing:

Production :

1034-242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 54

Sc. 33 cont Pnl. E

Bg.

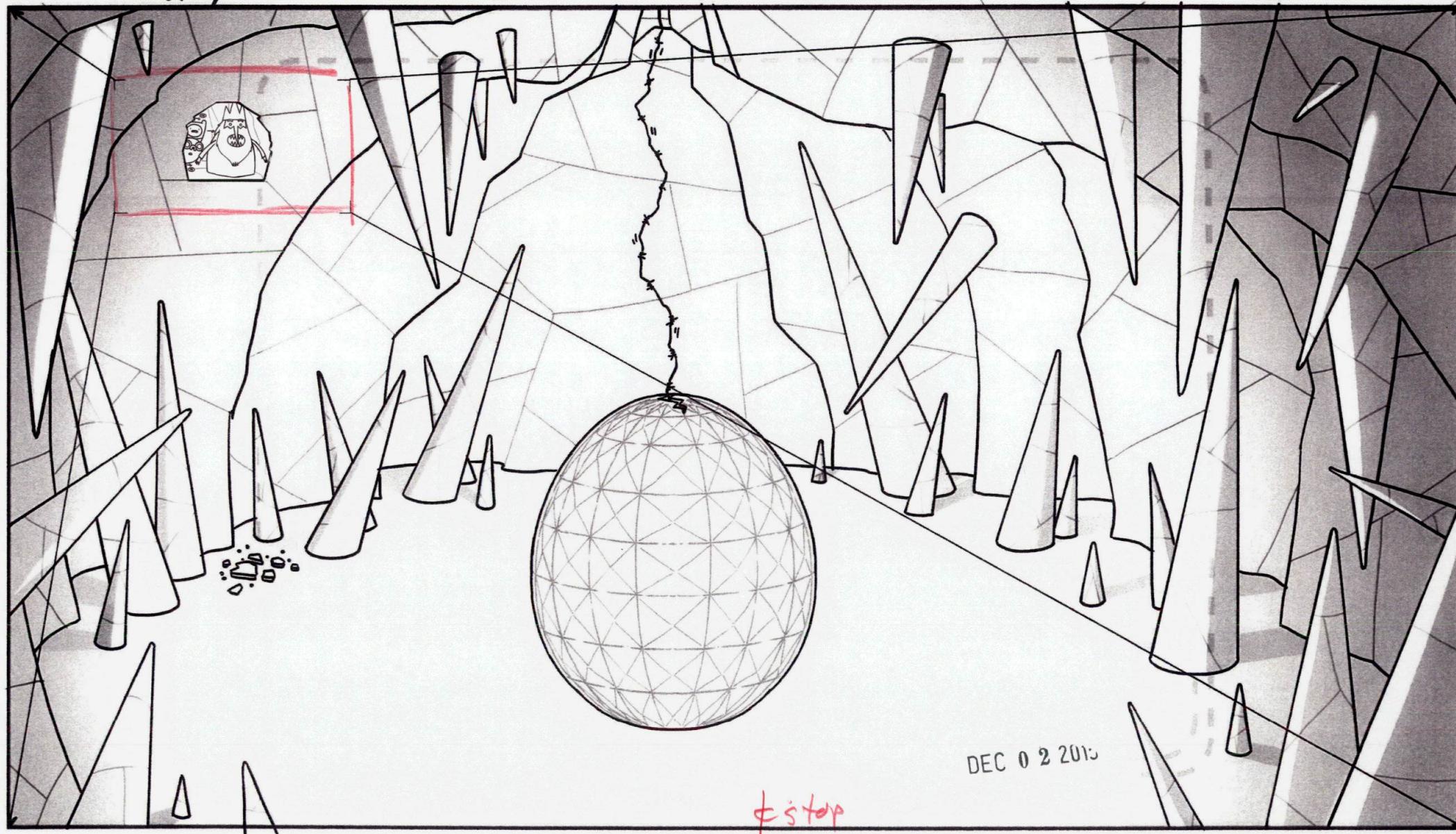
day night

Sc.

Pnl.

Bg.

day night



- TRUCK OUT TO REVEAL CHAMBER

1034/242

EPISODE #

1034-242

Production :

1034/242

# ADVENTURE TIME



Page 55

Sc. 33 cont Pnl. F

Bg.

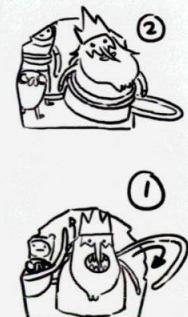
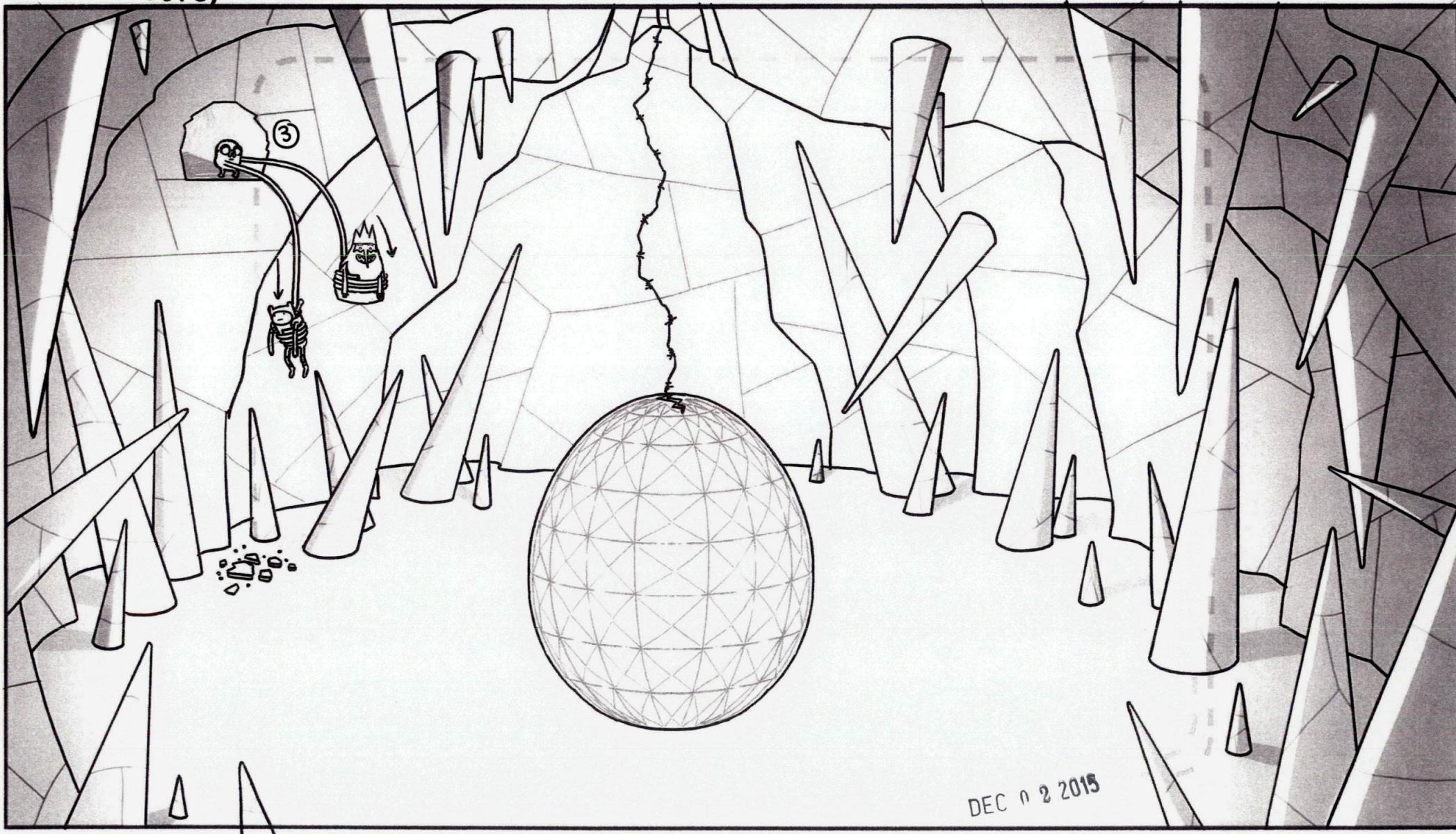
day night

Sc.

Pnl.

Bg.

day night



Production :

EPISODE # 1034-242

1034/242

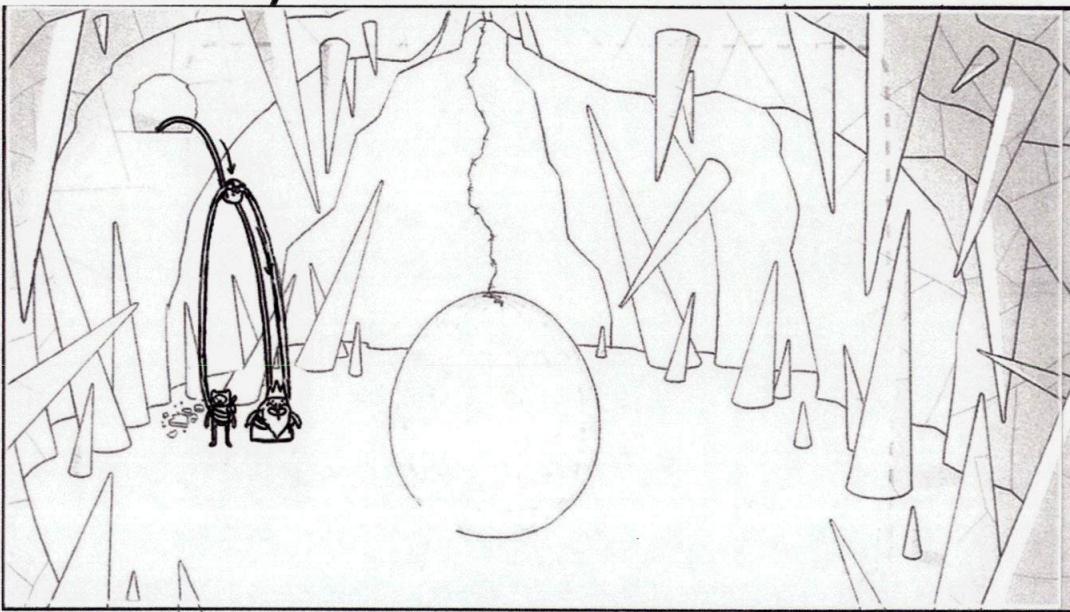
## ADVENTURE TIME

Page 56

Sc. 33 cont Pnl. G

Bg.

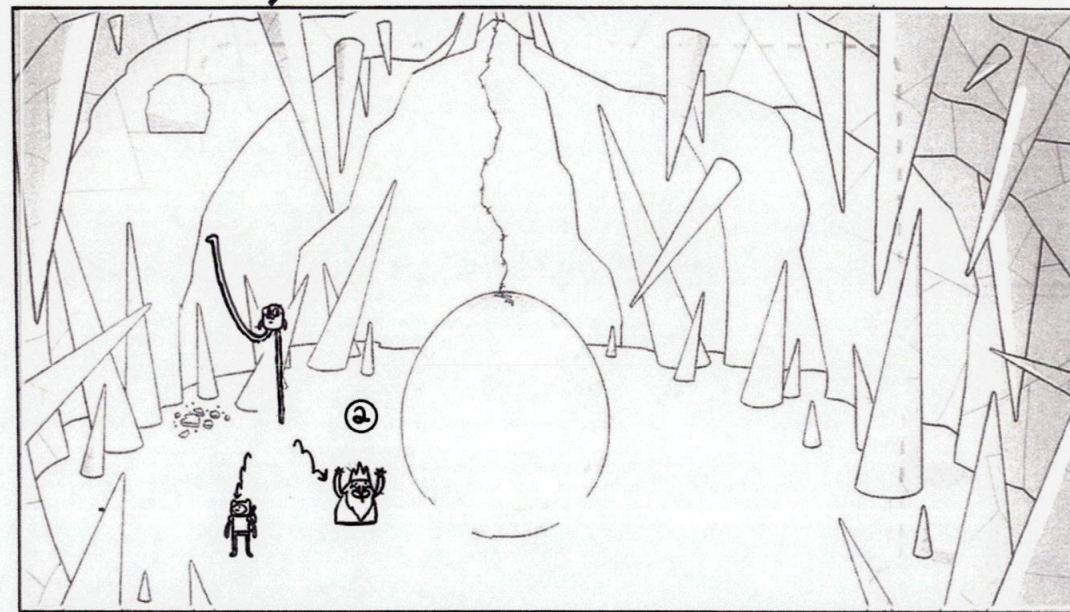
day night



Sc. 33 cont Pnl. H

Bg.

day night



1034-242

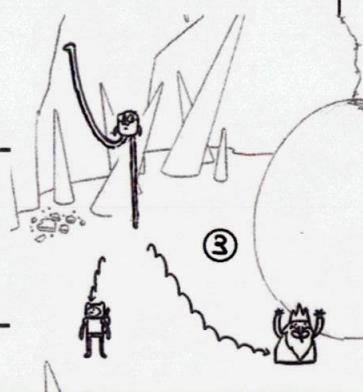
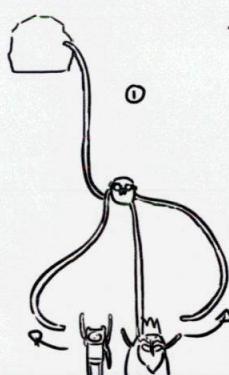
EPISODE #

Production :

## Dialog:

(IK) DO YOU KNOW WHAT THIS EXTRA  
SQUARE FOOTAGE MEANS --

## Action:

- J. STRETCHES TO GROUND.  
- IK WALKS FORWARD

DEC 02 2015

## Timing:

1034/242

1034/242

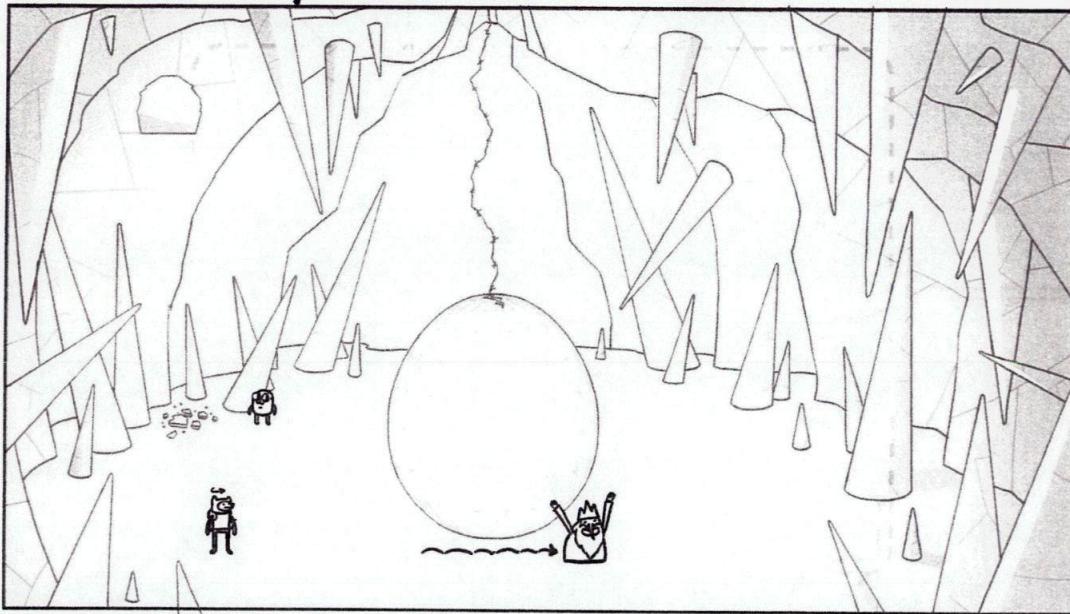
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

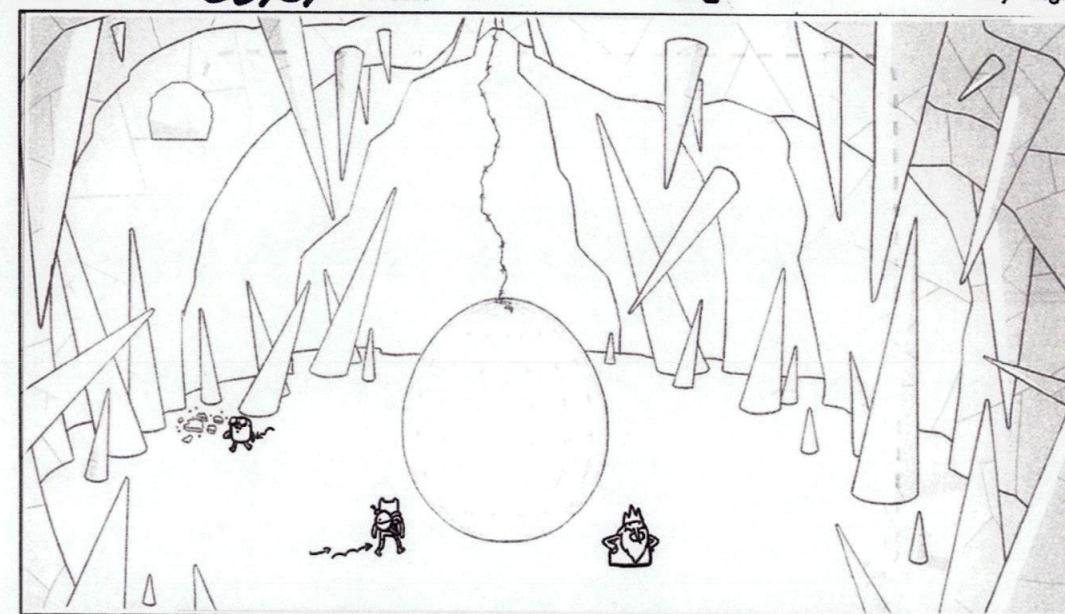


Page 57

Sc. 33 cont Pnl. I Bg. day night



Sc. 33 cont Pnl. J Bg. day night



EPISODE # 1034-242

Production :

Dialog: (IK) WHEN I DECIDE TO SELL?

Action: (FINN NOTICES THE SPHERE)

(FINN CROSSES TO ICE SPHERE)

Timing:

DEC 02 2015

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



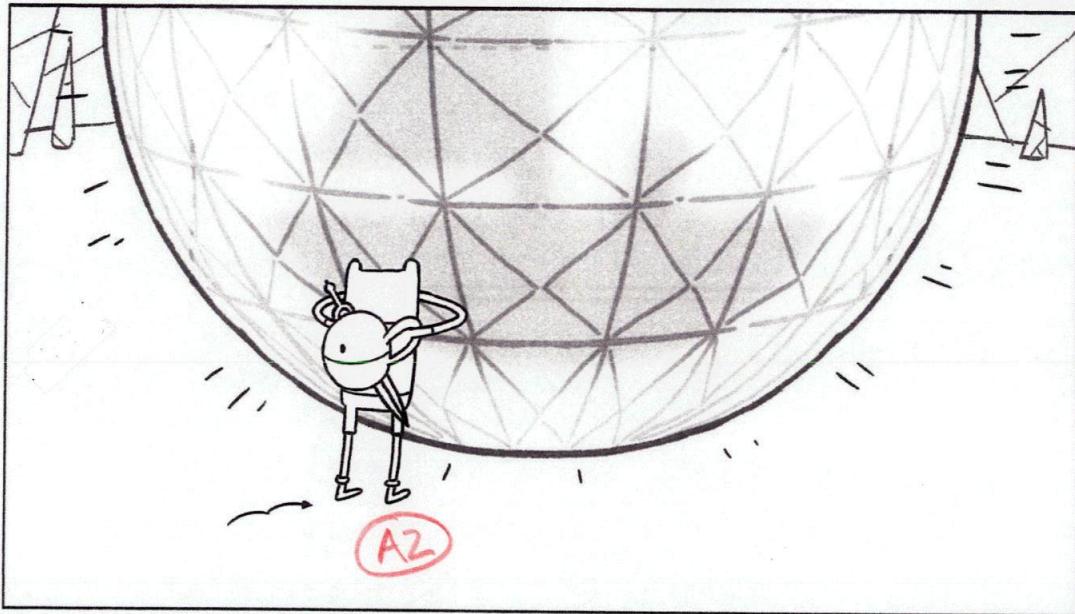
Page 58

Sc. 34

Pnl. A

Bg.

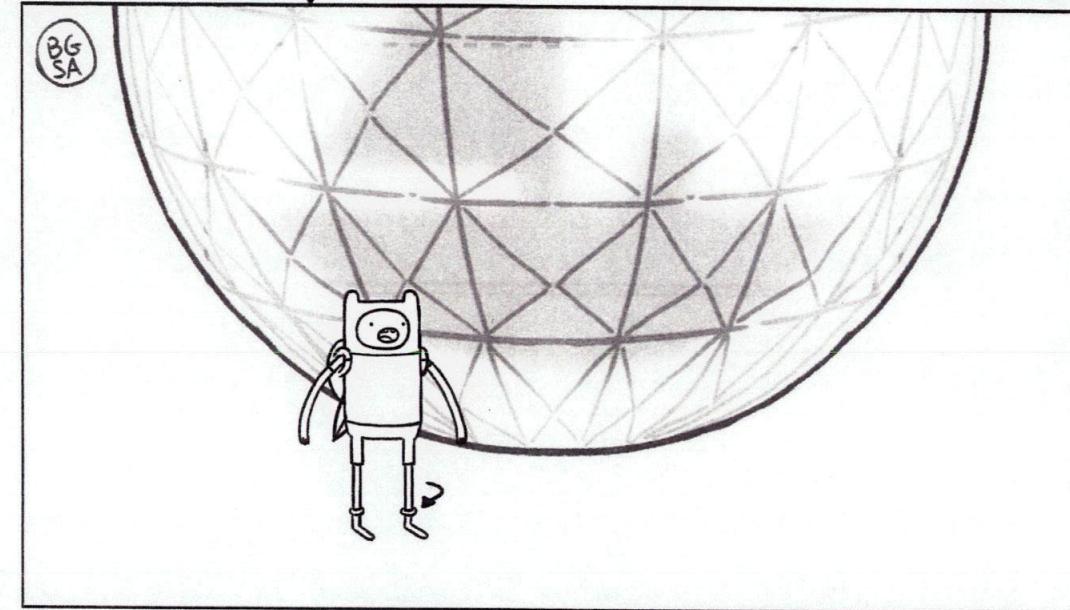
day night



Sc. 34 cont Pnl. B

Bg.

day night



Dialog:

(F)

THERE'S SOMETHIN' IN' HERE!

Action:



Timing:

DEC 02 2015

Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 59

Sc. 34 const Pnl. C

Bg.

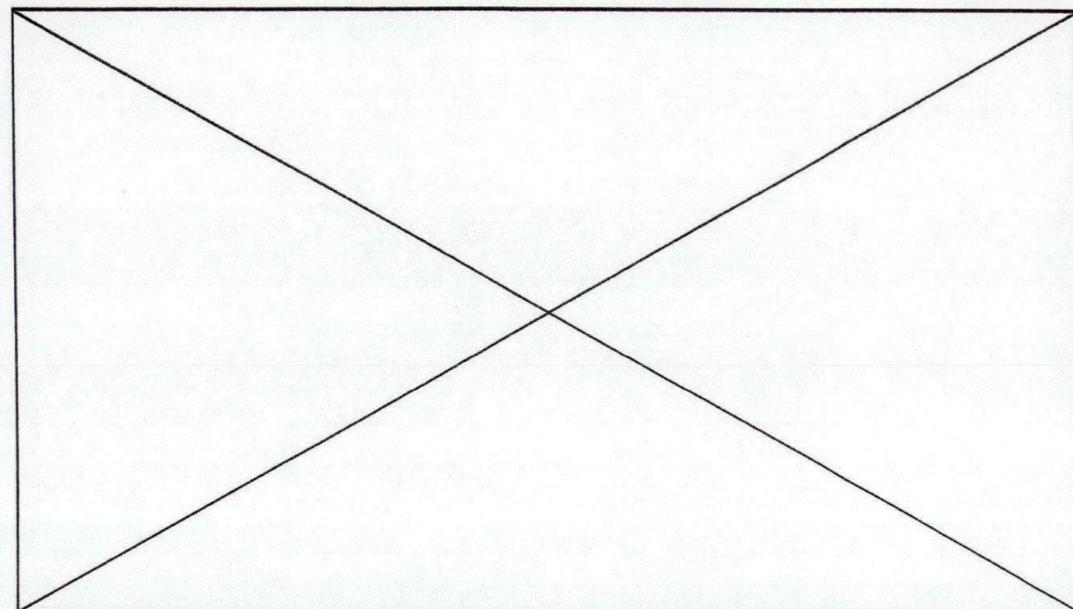
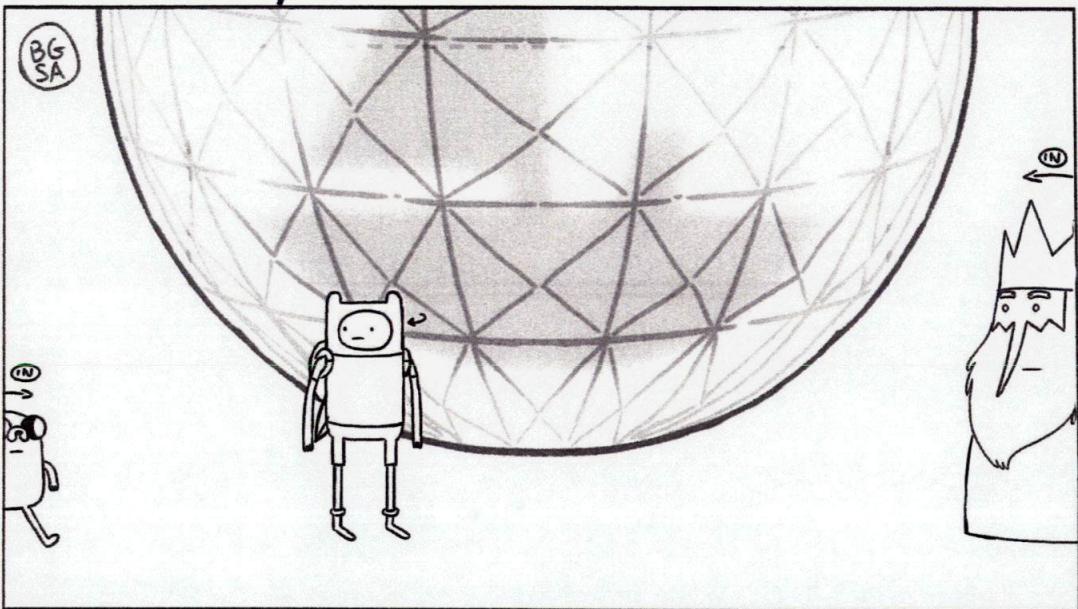
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- J. + lk WALK ON/S,

Timing:

DEC 02 2015

Production :

EPISODE # 1034-242

1034/242

1034/242

1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

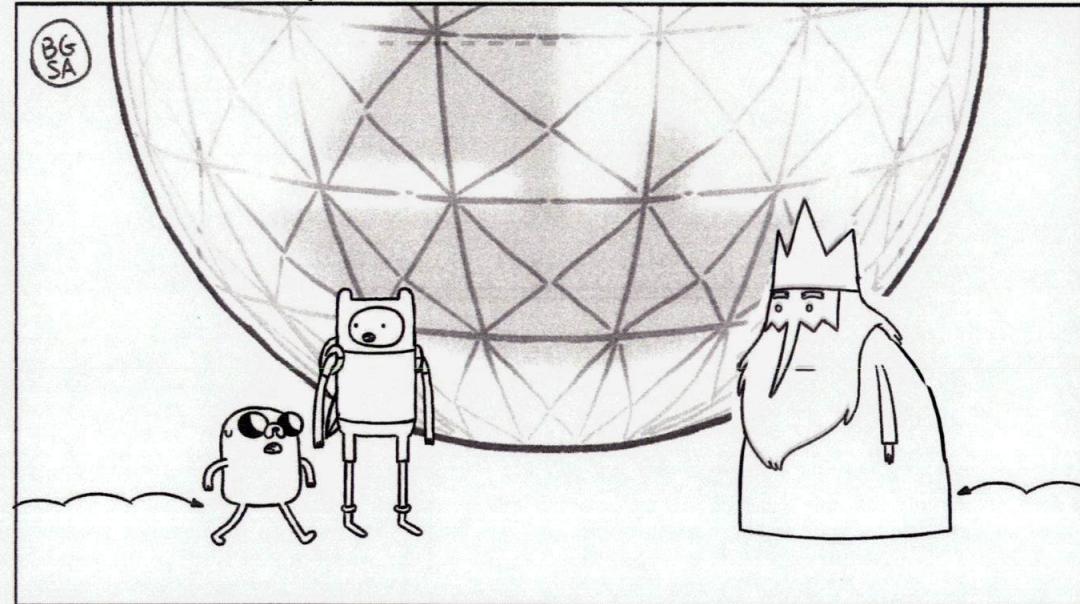


Page 60

Sc. 34 *cont* Pnl. D

Bg.

day night

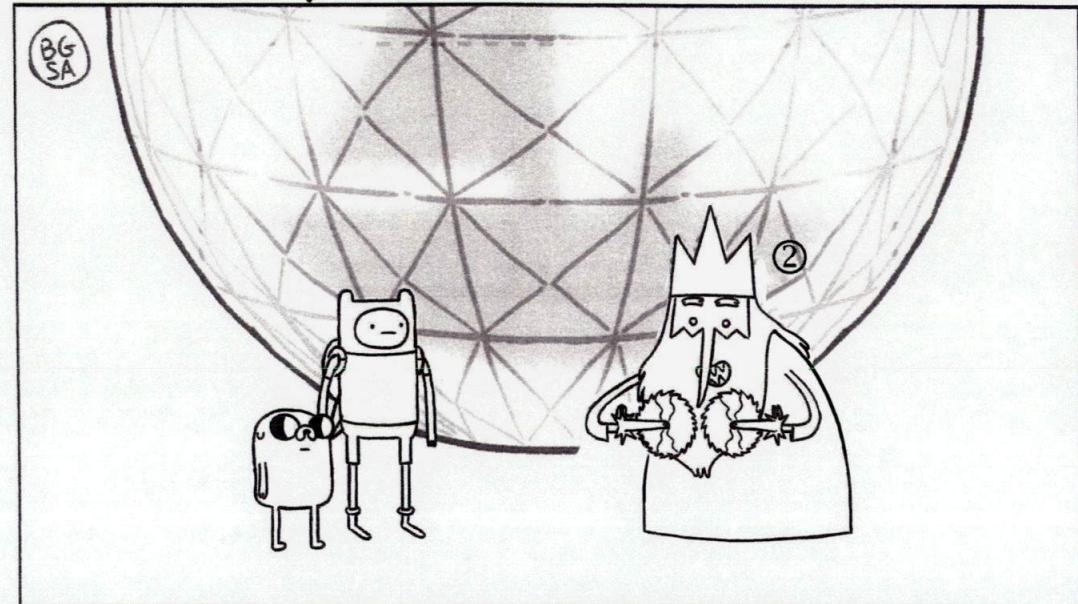


Dialog:  
③ WHAT IS IT?  
④ DUNNO

Sc. 34 *cont* Pnl. E

Bg.

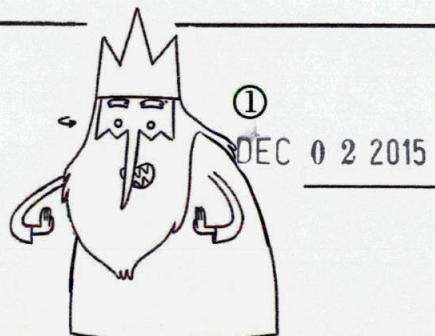
day night



① IK WELP, NO REST FOR THE SEXY.  
② SFX SHING!SHING!

Action:

- IK FORMS  
ICE BLADES.



Timing:

Production :

1034 / 242

EPISODE # 1034-242

1034 / 242

# ADVENTURE TIME

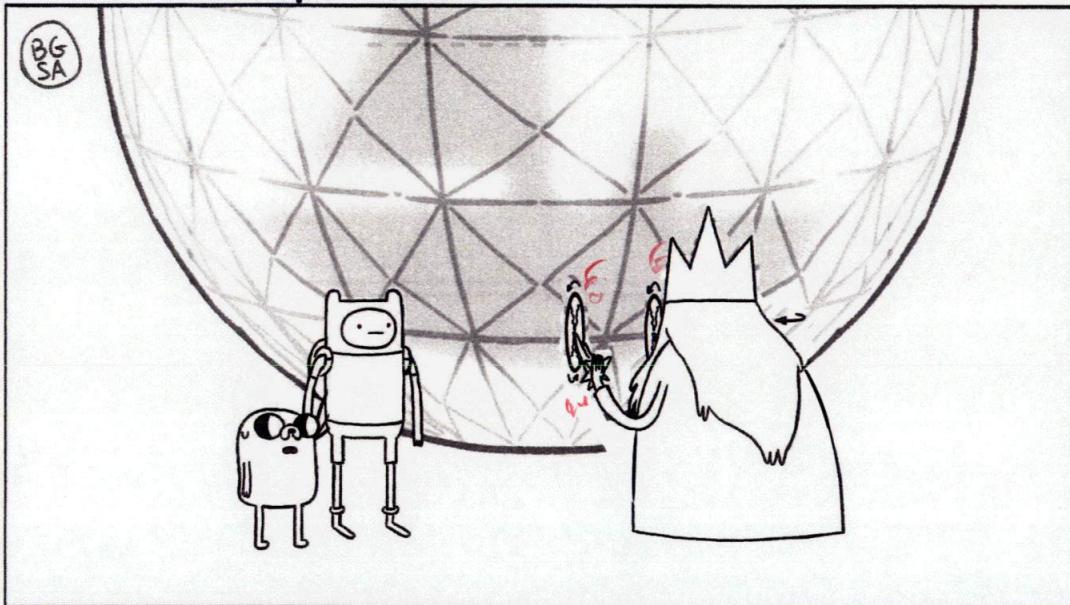


Page 61

Sc. 34 cont Pnl. F

Bg.

day night

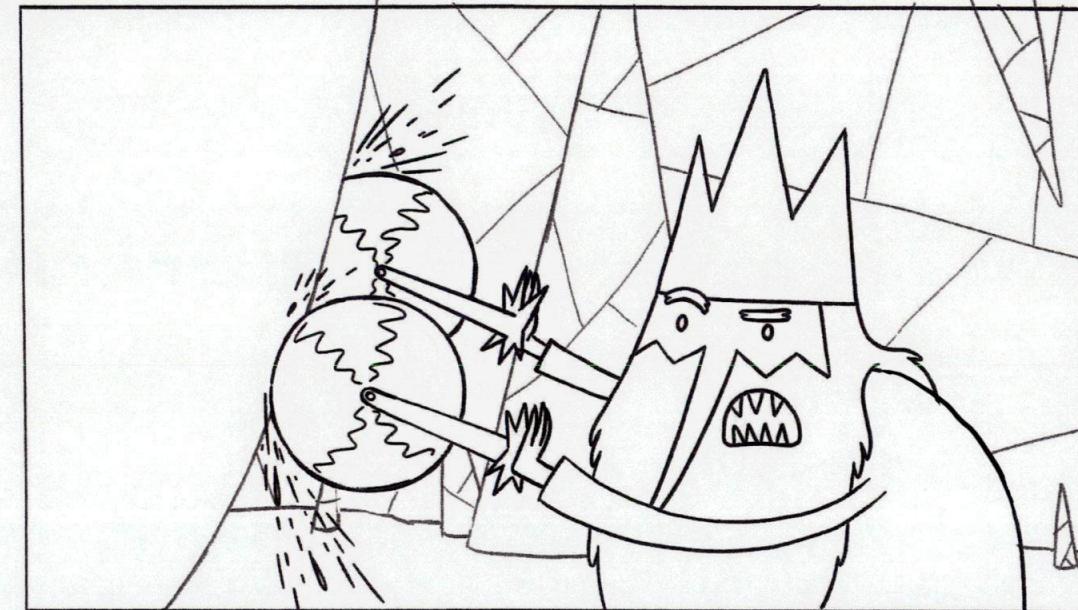


Sc. 35

Pnl. A

Bg.

day night



Dialog:

J THAT'S NOT THE EXPRESSION...  
SFX WHIRR!

IK BOY THIS IS STRONG, A LOT STRONGER THAN MY ICE.

SFX: \* GRINDING \*

Action:

- IK TRIES TO CUT INTO EGG.

DEC 02 2015

Timing:

Production :

1034/242

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

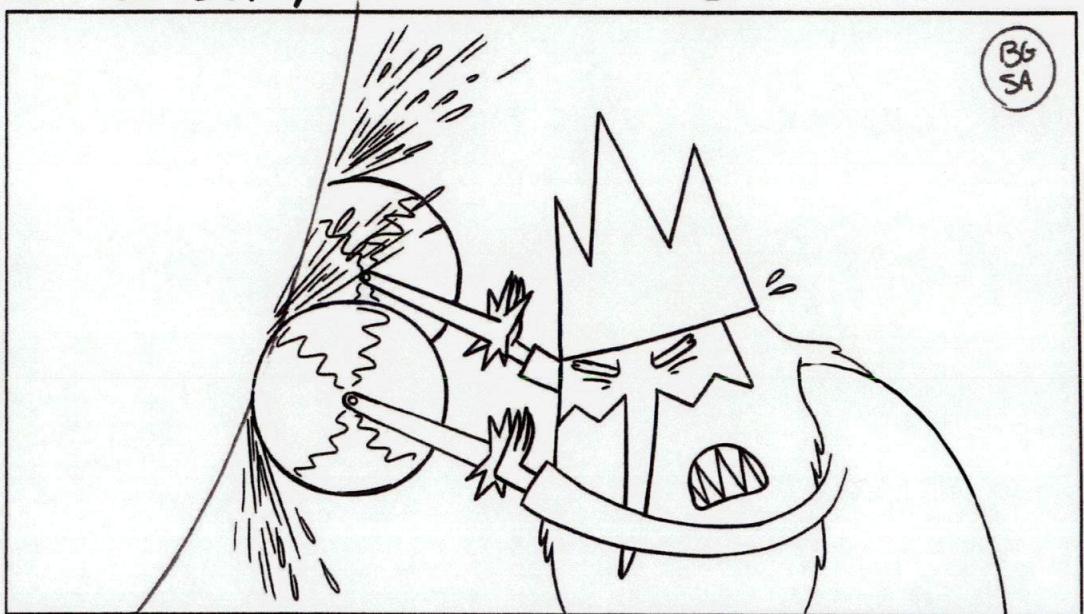


Page 62

Sc. 35 cont Pnl. B

Bg.

day night

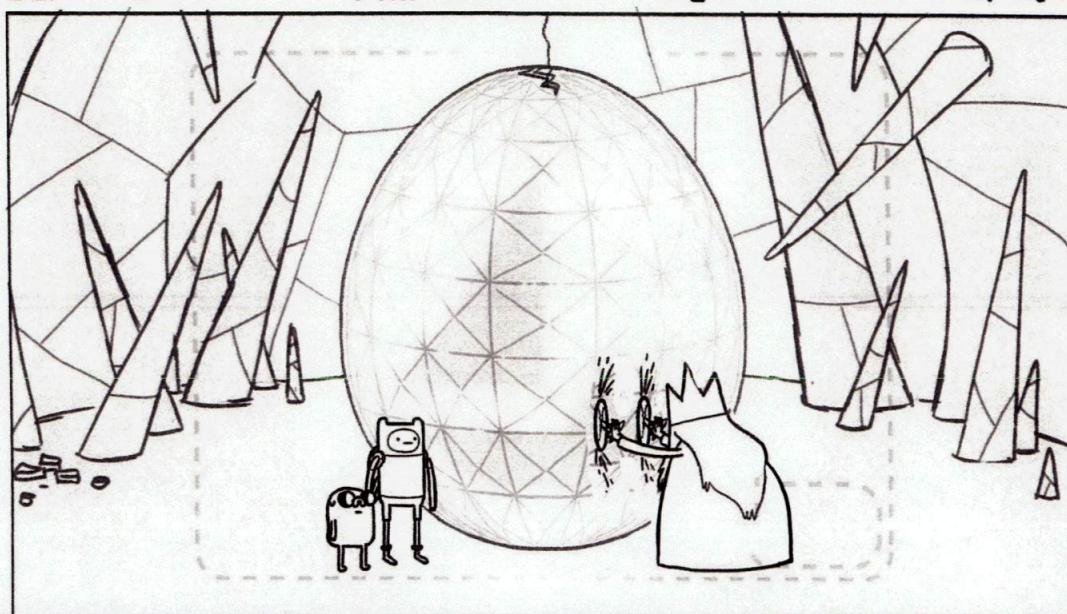


Sc. 36

Pnl. A

Bg.

day night



1034-242

EPISODE #

Production :

1034/242

Dialog:

① HURRRNN!

\* VRRR

\*

Action:

- IK STRAINS.

- IK MAKES NO PROGRESS.

DEC 02 2015

Timing:

1034/242

# ADVENTURE TIME



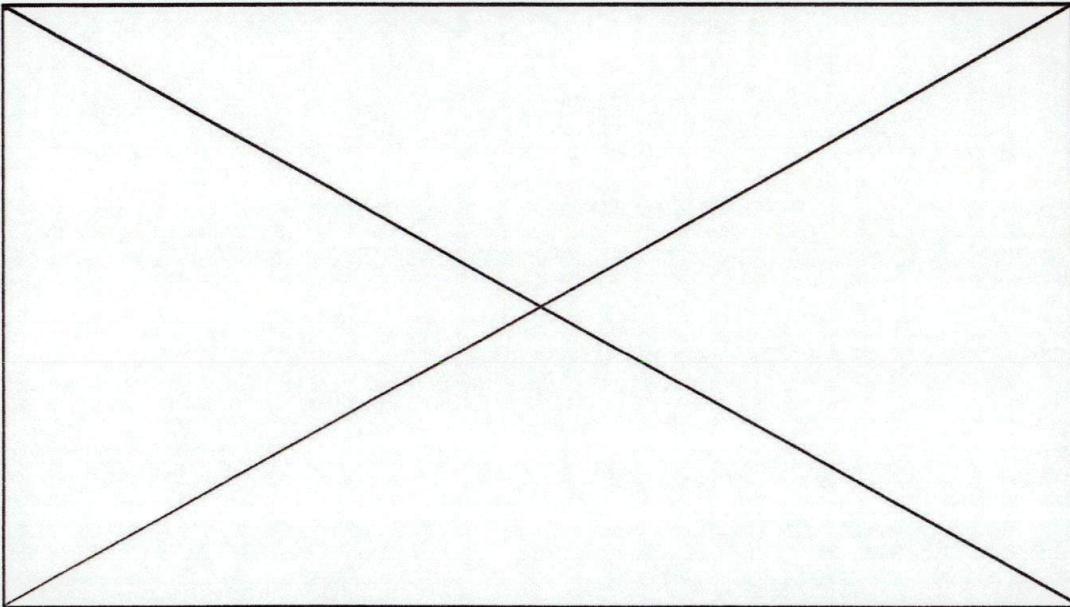
Page 63

Sc.

Pnl.

Bg.

day night

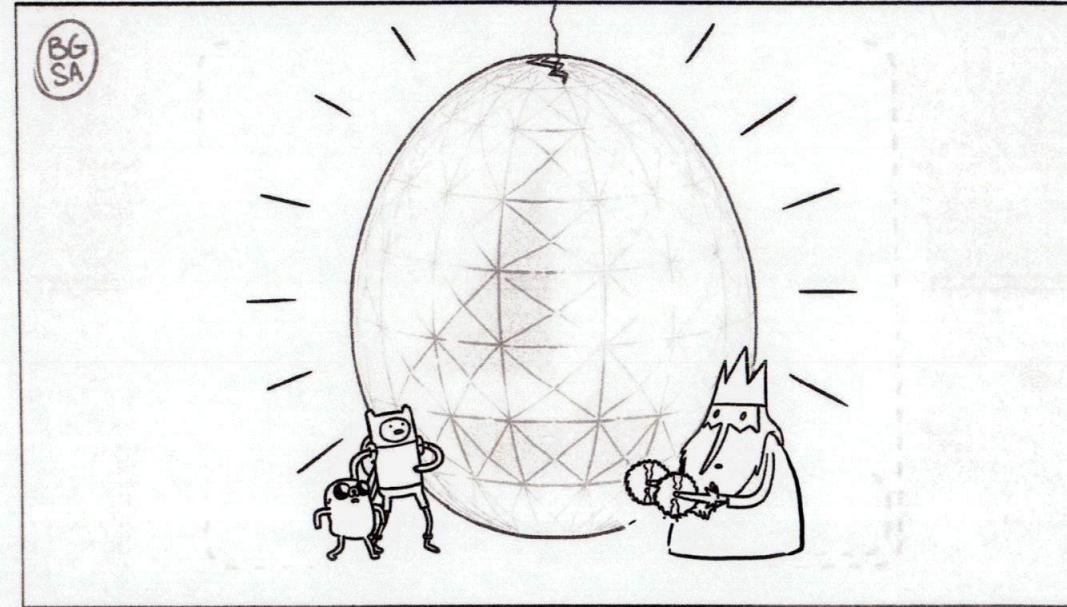


Sc.

*36 cont* Pnl. B

Bg.

day night



1034/242

Dialog:

Action:

- GLOWING SUDDENLY GETS BRIGHTER

DEC 02 2015

Timing:

Production :

1034/242

# ADVENTURE TIME



Page 64

Sc. 36 cont Pnl. C

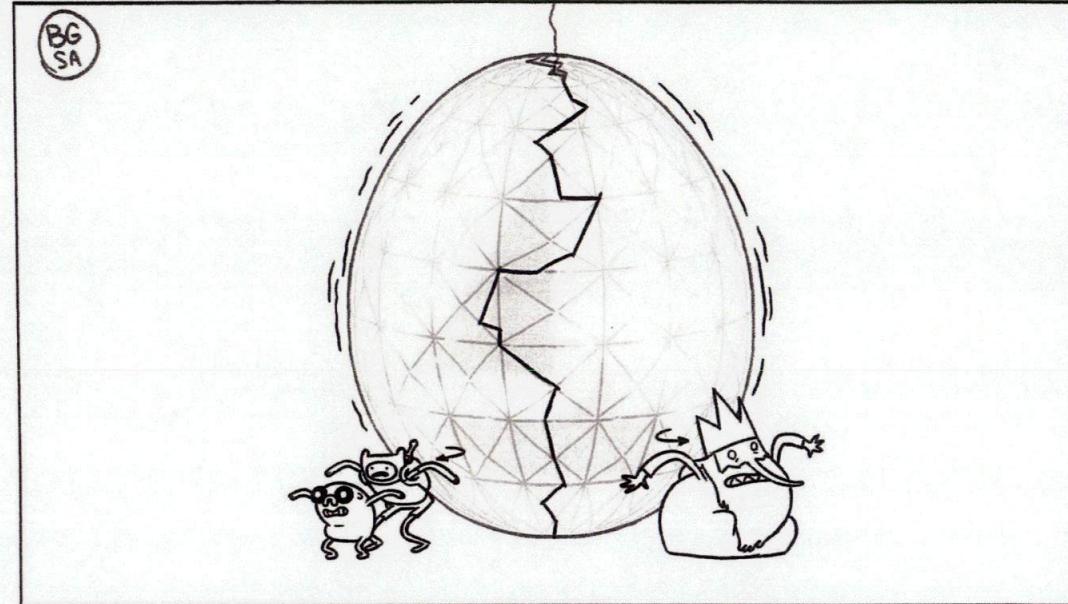
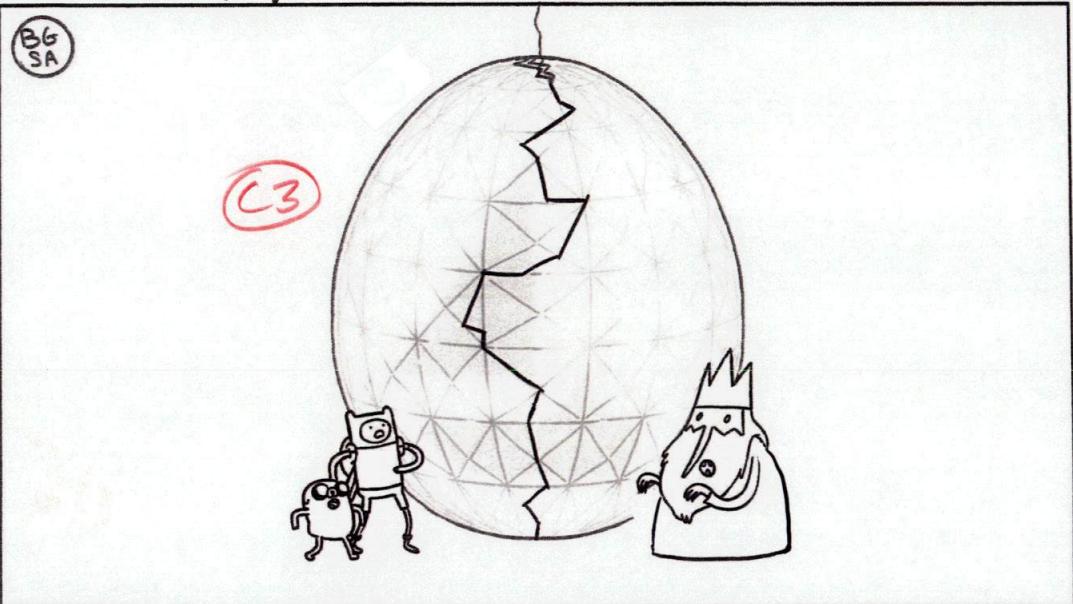
Bg.

day night

Sc. 36 cont Pnl. D

Bg.

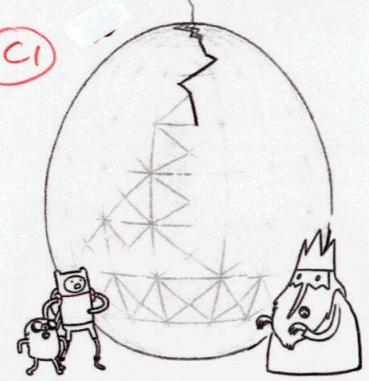
day night



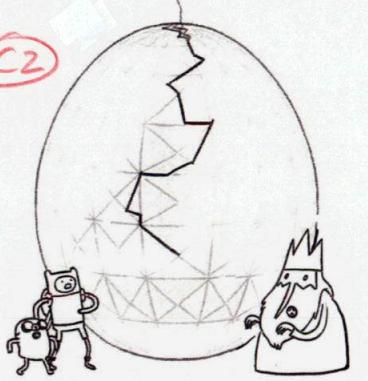
Dialog:

SFX (ICE CRACKING)

C1



C2



Action:

DEC 02 2015

Timing:

Production :

1034/242

# ADVENTURE TIME

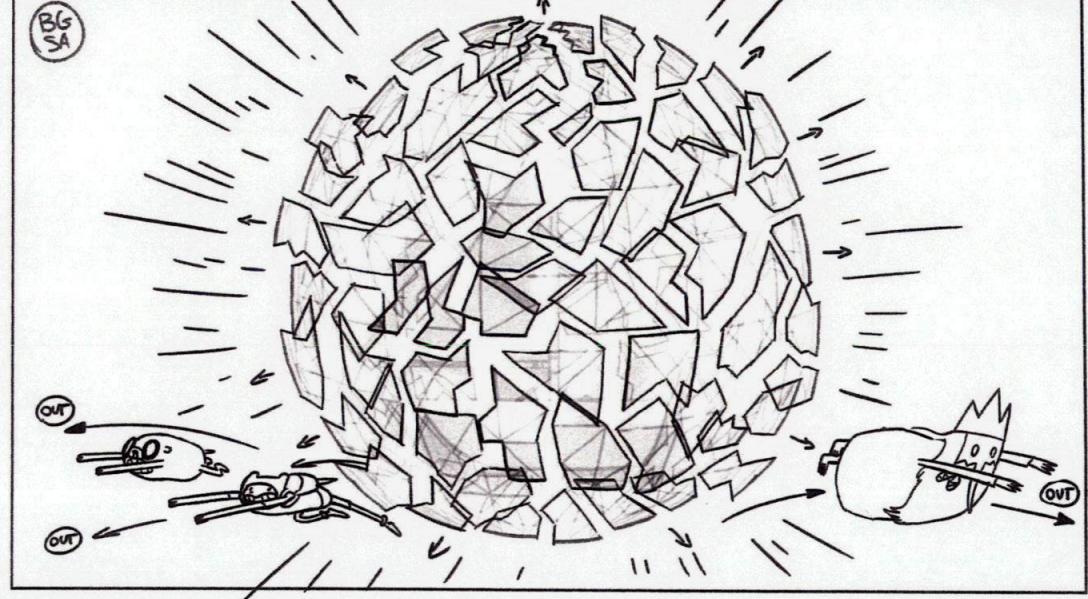


Page 65

Sc. 36 cont Pnl. E

Bg.

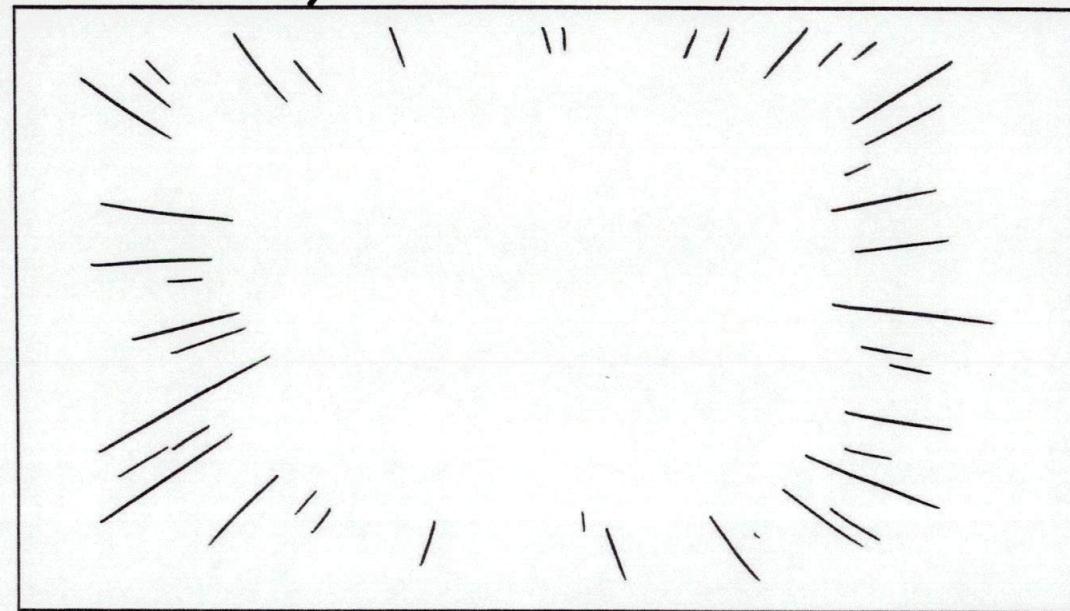
day night



Sc. 36 cont Pnl. F

Bg.

day night



**Dialog:**

SFX: + SKSHH \*

*(Fade up to)* → white Fr FL

**Action:**

(SHATTER)  
(F.J. & I.K. DIVE FOR SAFETY)

(WHITE LIGHT ENVELOPES  
SCREEN) DEC 02 2015

**Timing:**

Production :

1034/242

1034/242

# ADVENTURE TIME



Page 66

Sc. 36 cont

Pnl. G

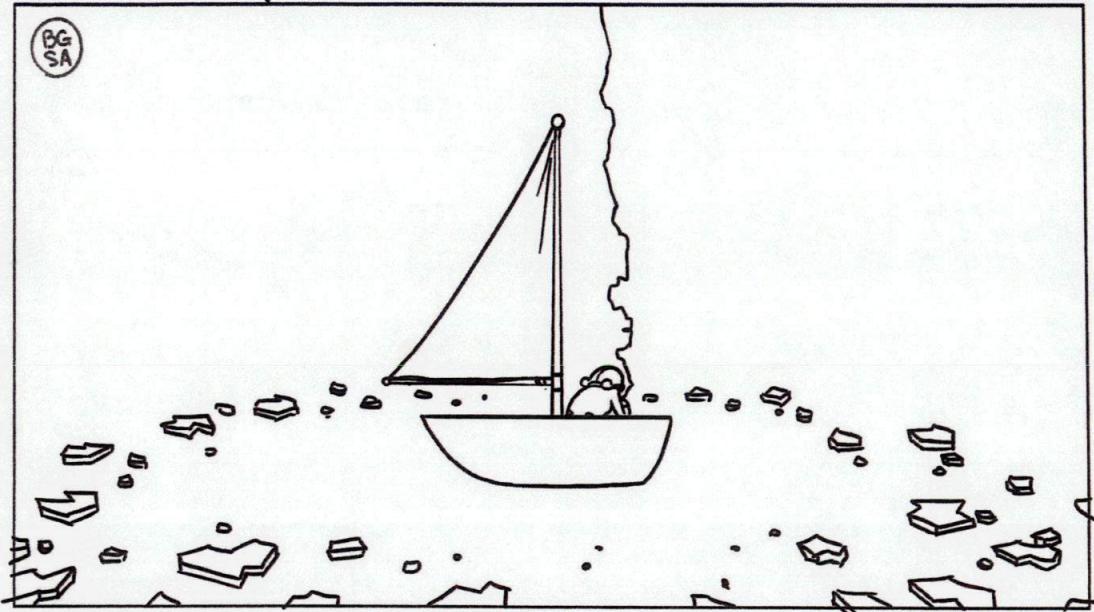
Bg.

day night

Pnl. A

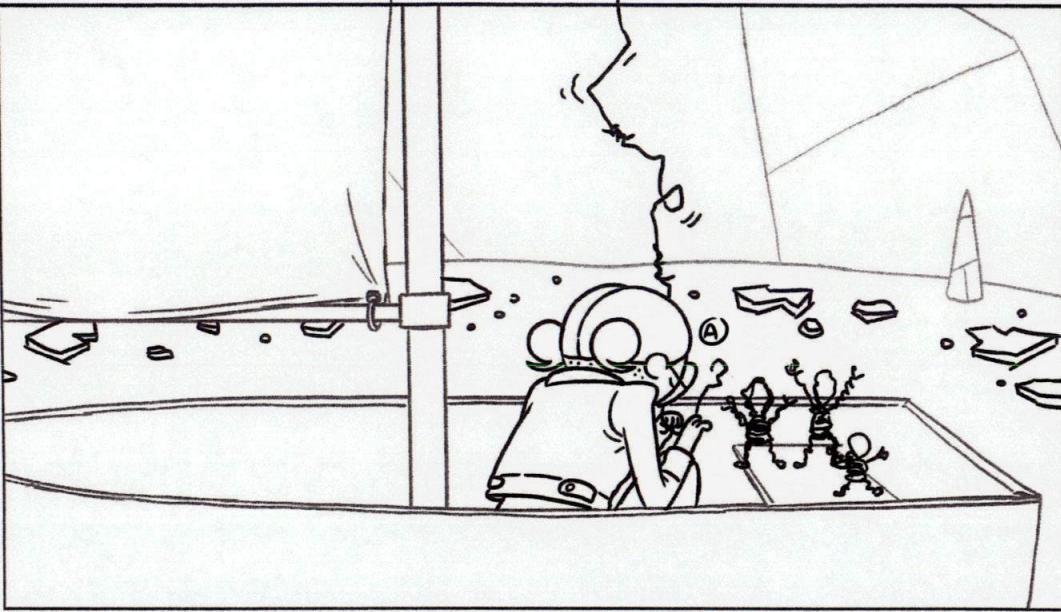
Bg.

day night



Sc. 37

Pnl. A



1034-242

EPISODE #

1034/242

1034/242

2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

*Patience (v)  
NAH!*

PATIENCE : [MUTTERING IN SLEEP]

Action:

(WHITE FADES BACK TO NORMAL SCENE)  
(ICE DEBRIS SCATTERED ABOUT)

(A FIGURE TWISTING HANGERS  
INTO WEIRD LIL SCULPTURES) DEC 02 2015

Timing:

CYCLE (A), (A), (A), (A),  
etc.



Production :

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



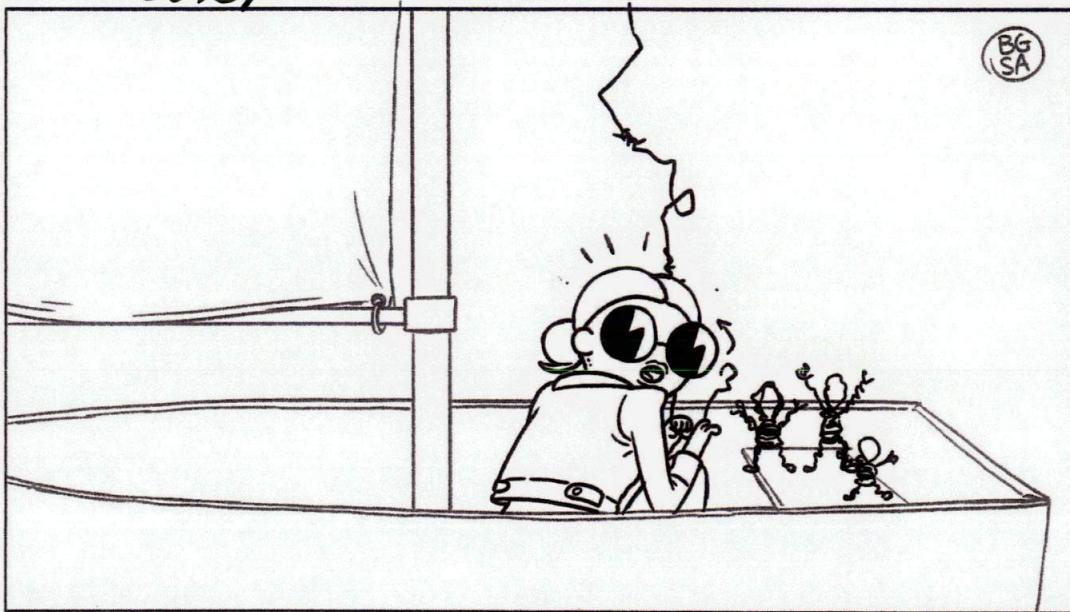
Page 67

Sc. 37 cont

Pnl. B

Bg.

day night



Sc. 38

Pnl. A

Bg.

day night



Dialog:

(P) DUDES!

Action:

- PATIENCE LOOKS UP/ WAKES,  
(BLUE SKIN, WHITE HAIR)

Timing:

DEC 02 2015

Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



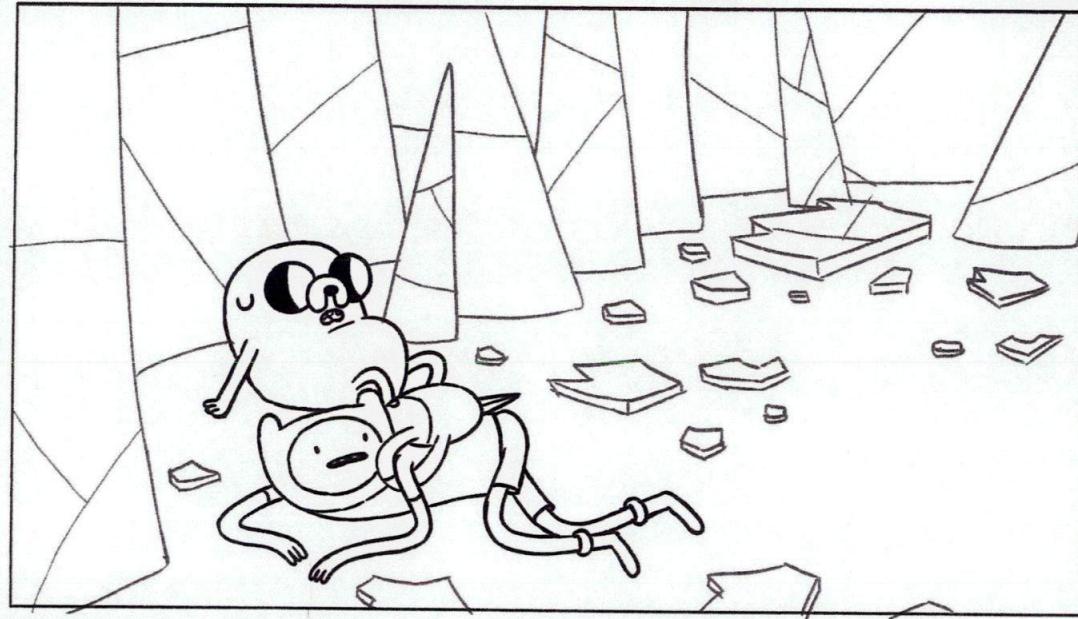
Page 68

Sc. 39

Pnl. A

Bg.

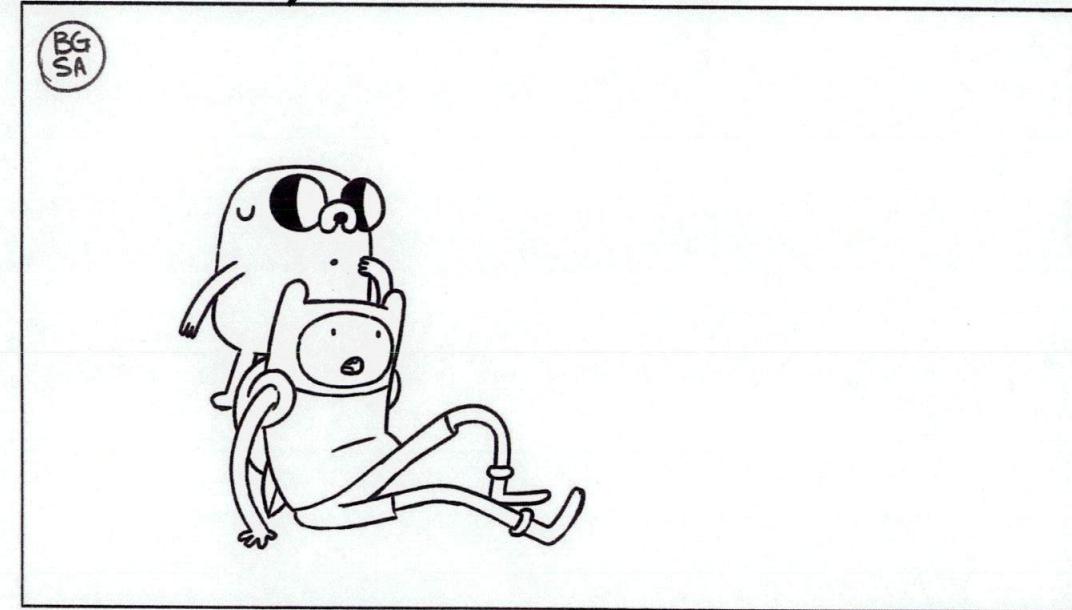
day night



Sc. 39 cont Pnl. B

Bg.

day night



Dialog:

(F) HELLO.

Action:

DEC 02 2015

Timing:

Production :

1034/242

EPISODE # 1034-242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 69

Sc. 40

Pnl. A

Bg.

day night

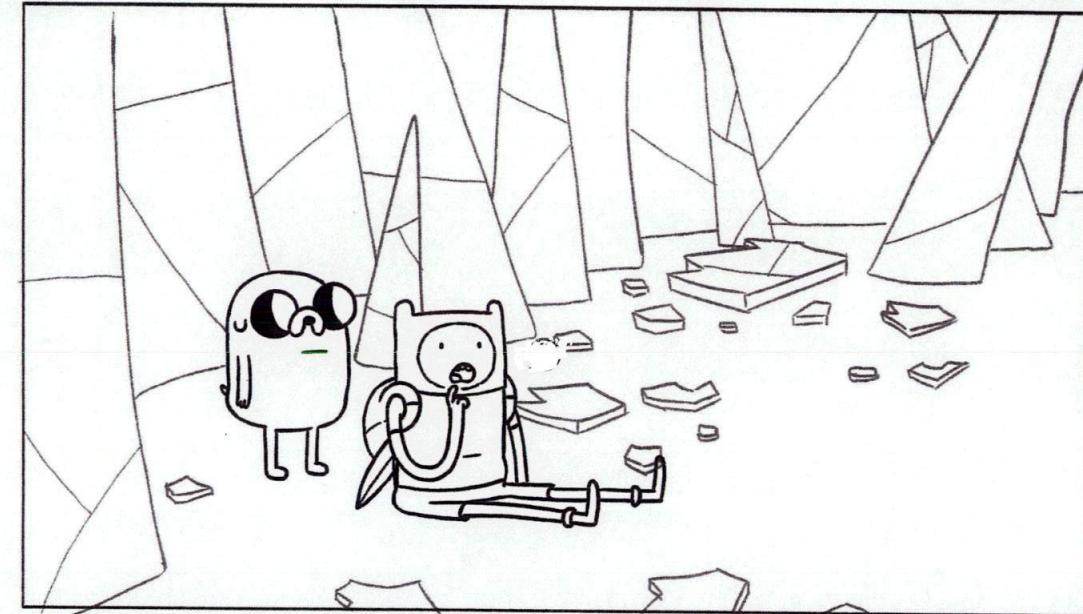


Sc. 41

Pnl. A

Bg.

day night



EPISODE # 1034-242

Production :

1034/242

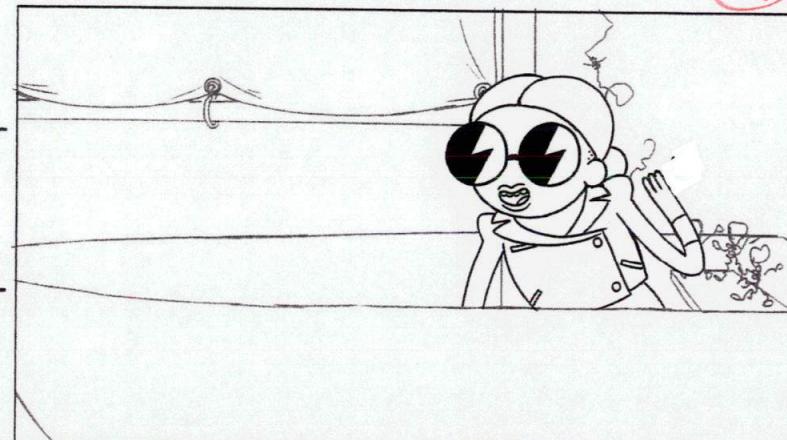
Dialog:

Ⓐ,Ⓑ Ⓛ

WHAT YEAR IS THIS?

(SP)

Action:

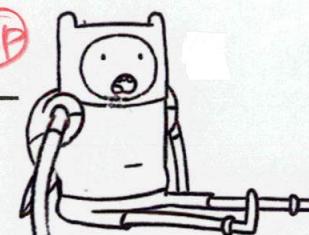


Timing:

- P. GRABS  
SIDE OF BOAT.

(SP)

DEC 02 2015



1034/242

# ADVENTURE TIME



Page 70

Sc. 41 cont

Pnl. B

Bg.

day night

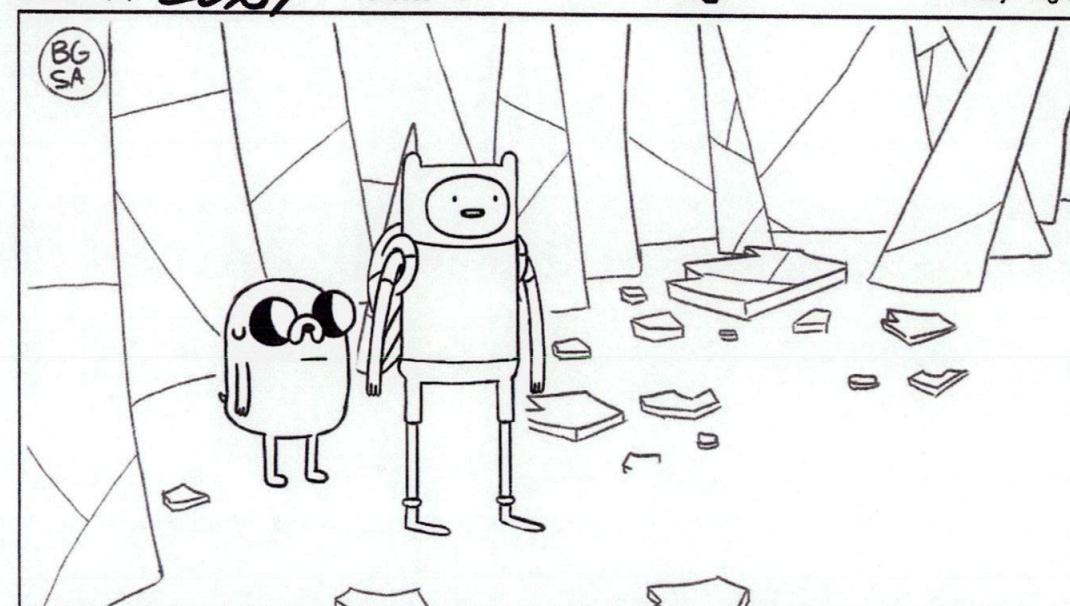


Sc. 41 cont

Pnl. C

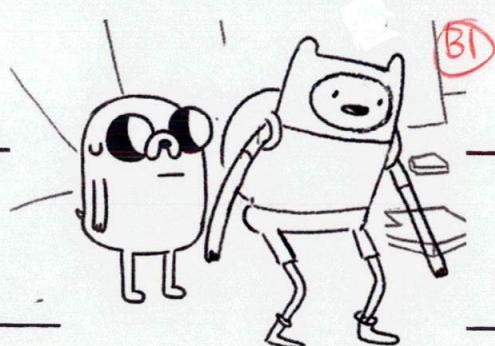
Bg.

day night



Dialog:

Action:



- F STAND.

DEC 02 2015

Timing:

Production :

1034/242

1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 71

Sc. 42

Pnl. A

Bg.

day night

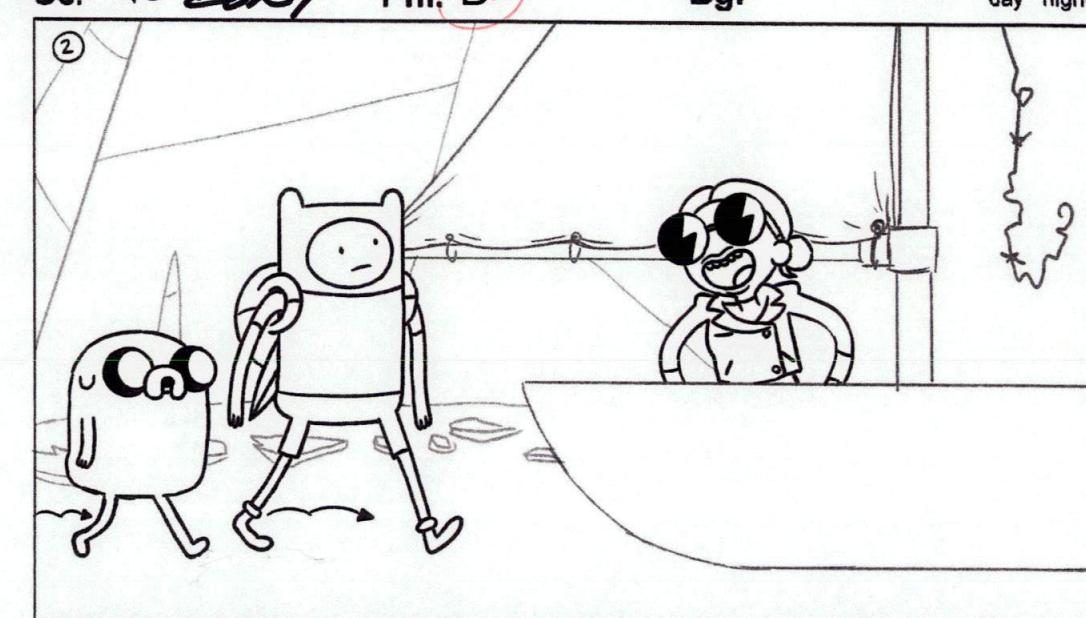


Sc. 42 cont

Pnl. B<sup>2</sup>

Bg.

day night



Dialog:

(P)

IT WORKED!

Action:



(A1)

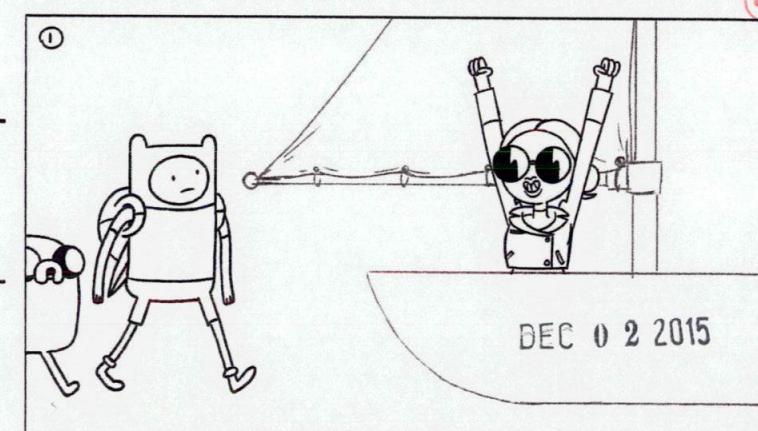
(P)

I MEAN, I FEEL LIKE IT WORKED, THIS (IS?) THE FUTURE, RIGHT?

(B1)

- FTJ WALK  
ON/S,

Timing:



Production :

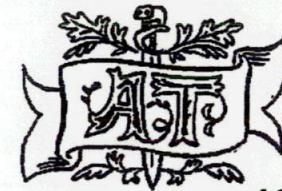
1034 - 242

EPISODE #

1034 / 242

1034 / 242

# ADVENTURE TIME

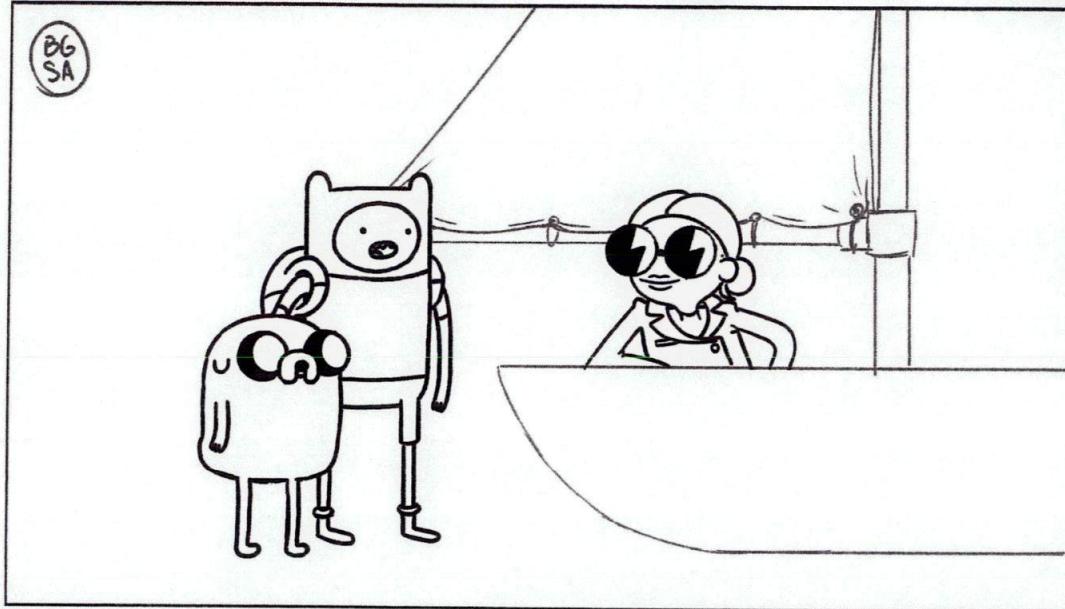


Sc. 42 cont

Pnl. C

Bg.

day night

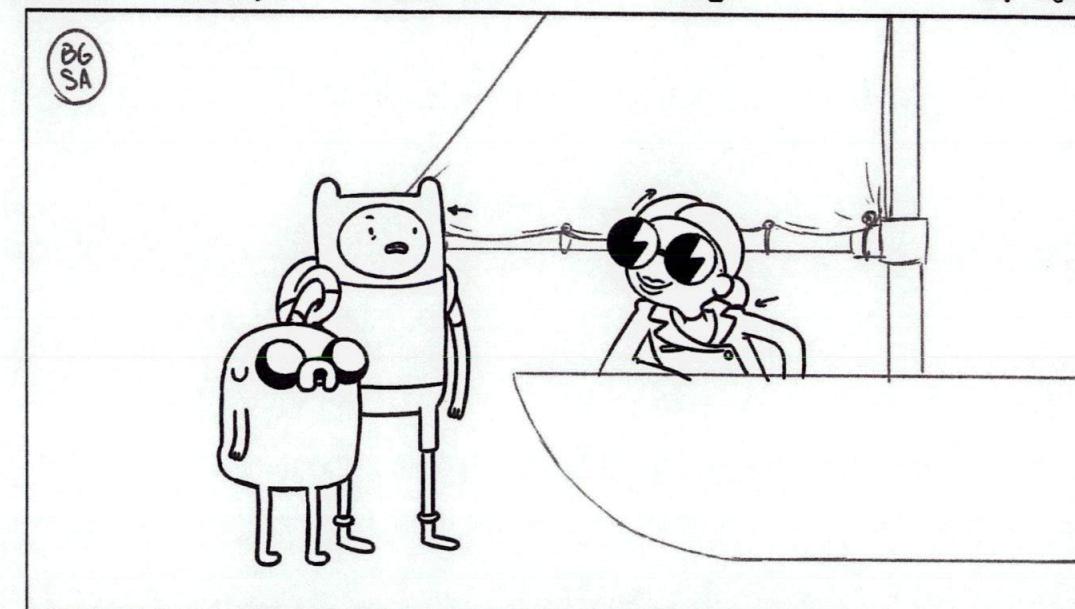


Sc. 42 cont

Pnl. D

Bg.

day night



© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Page 72

EPISODE #

1034-242

1034/242

1034/242

Dialog:

(F) WHO ARE YOU?

(F) YOU'RE LIKE A BEAUTIFUL ICE KING

Action:

DEC 02 2015

Timing:

Production :

1034/242

# ADVENTURE TIME



Page 73

Sc. 42 cont

Pnl. E

Bg.

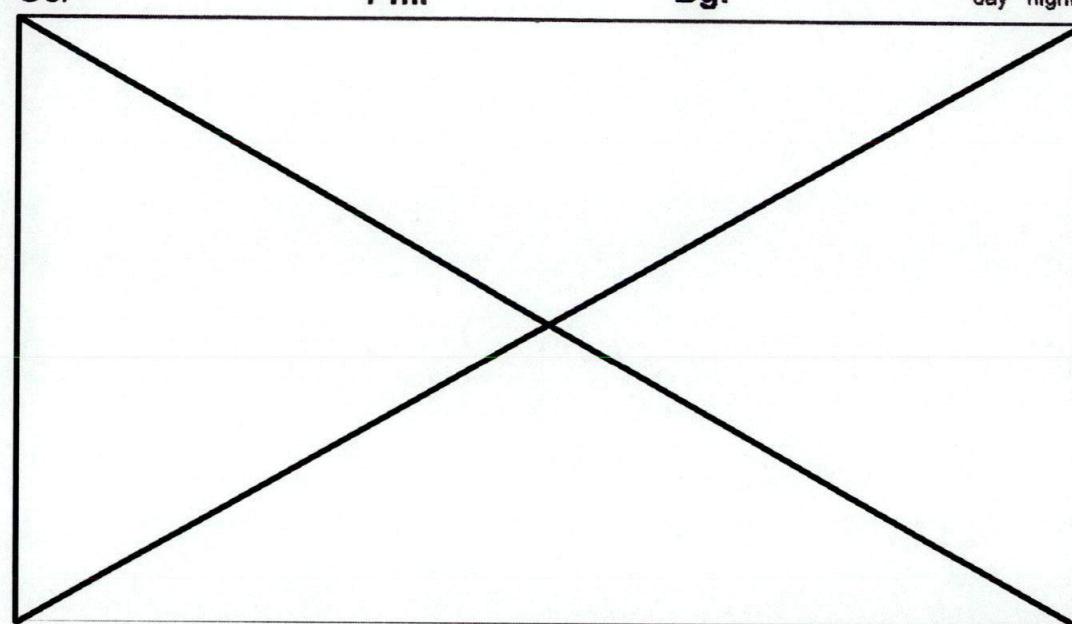
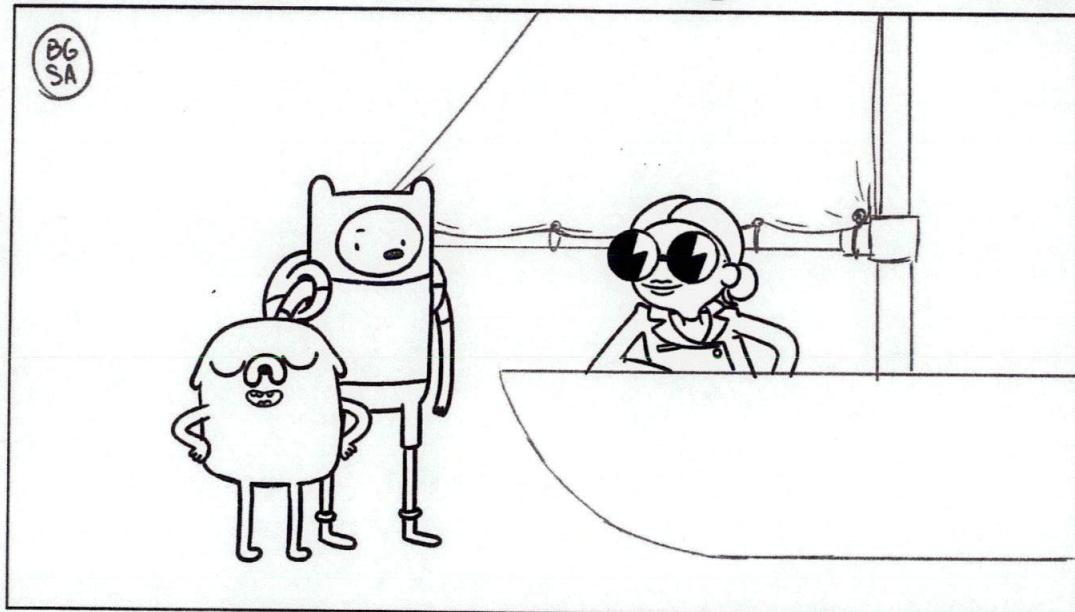
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(J) OH BOY, HERE WE GO...

Action:

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



NO SC 43

Page 74

Sc.

Pnl.

Bg.

day night

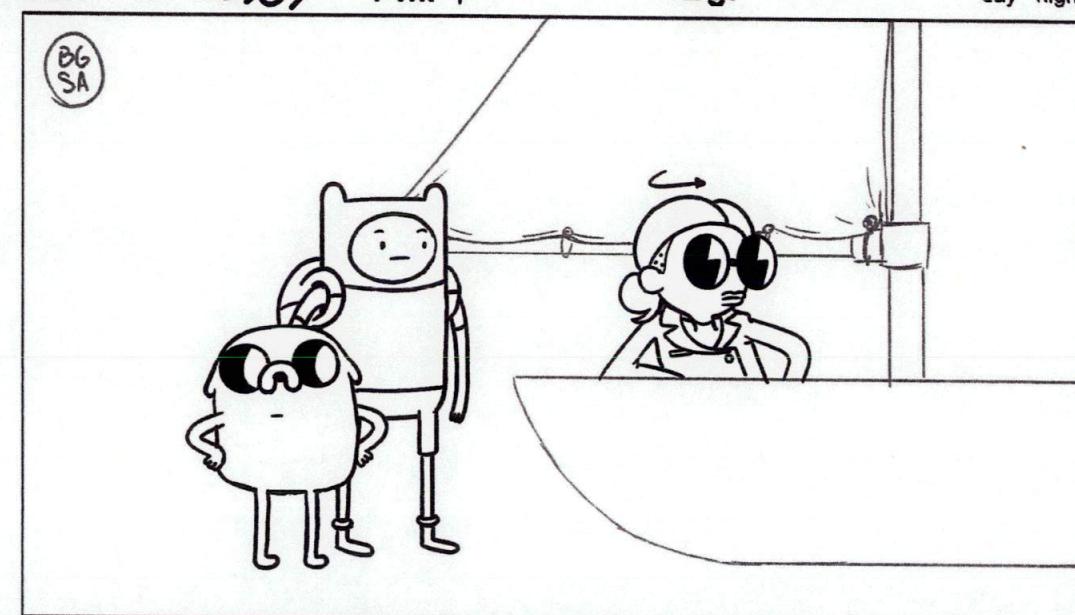
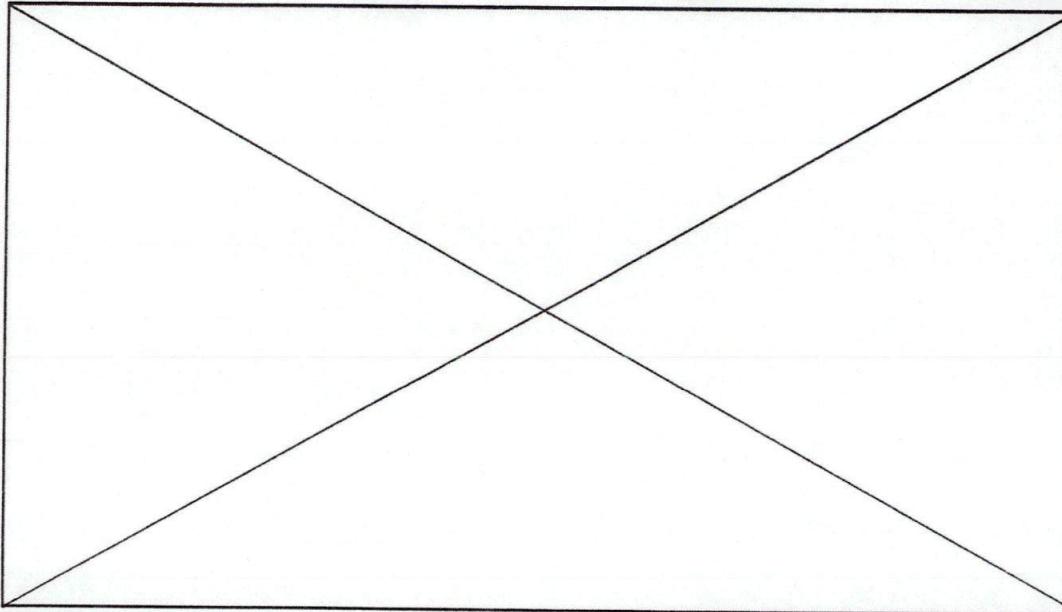
Sc.

42 cont

Pnl. F

Bg.

day night



Dialog:

(1k) (o.s.) BACK OFF SON!

Action:

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

## ADVENTURE TIME

Page 75

Sc. 44

Pnl. A

Bg.

day night

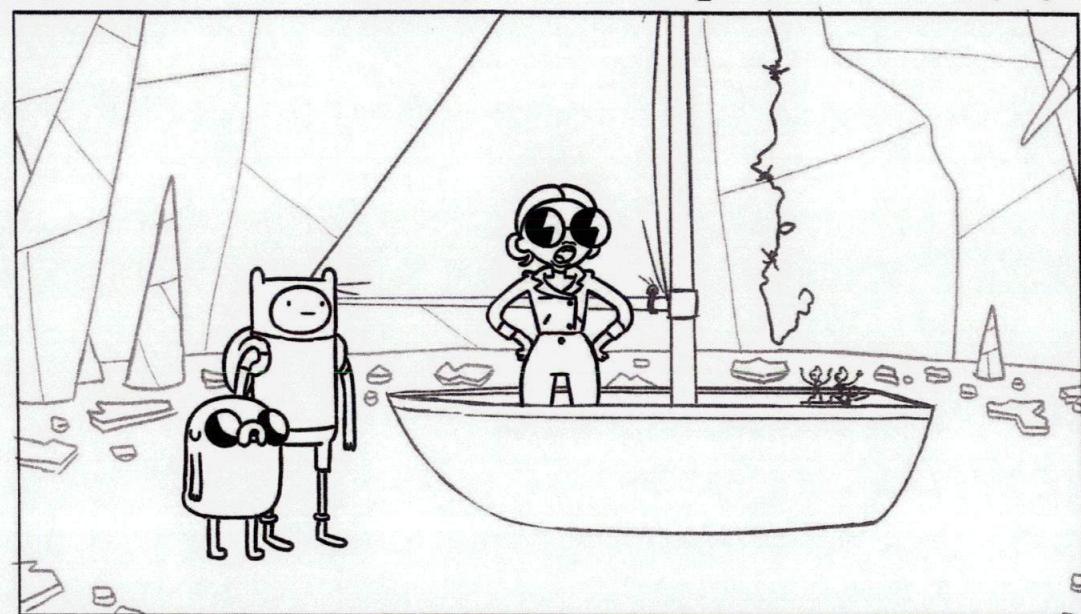


Sc. 45

Pnl. A

Bg.

day night



Dialog:

(IK) I SAW HER FIRST!

(P) CHILL, YOU GUYS

Action:

DEC 02 2015

Timing:

Production :

1034/242

1034-242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

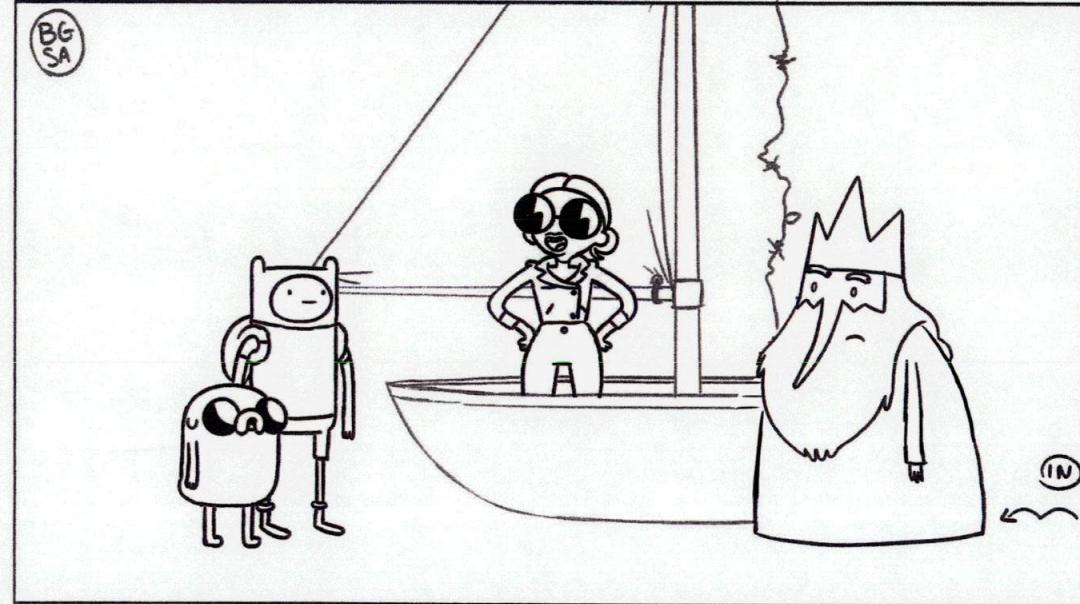


Page 76

Sc. 45 cont Pnl. B

Bg.

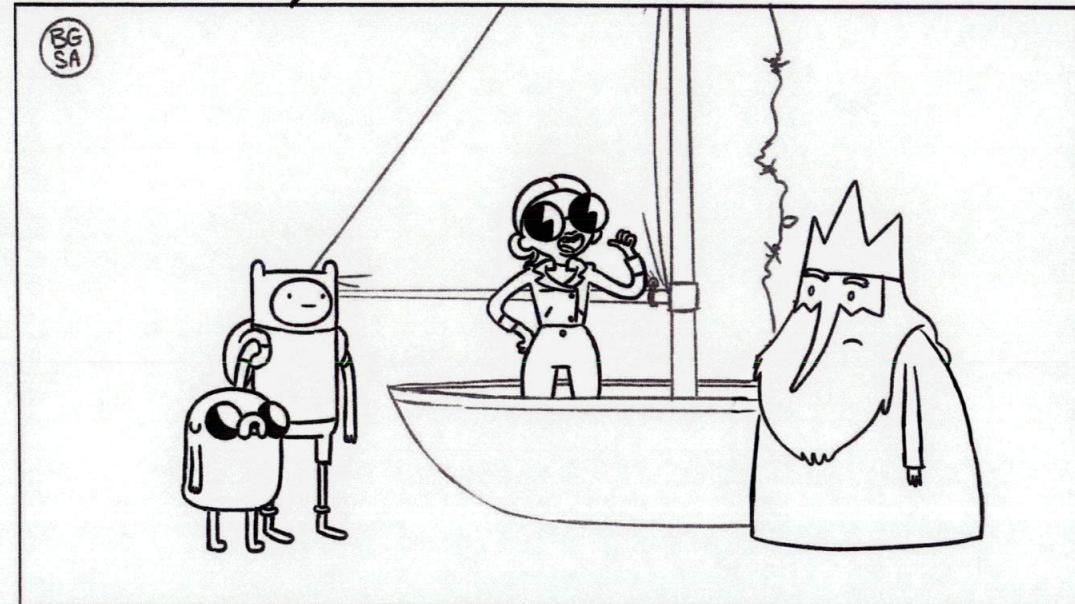
day night



Sc. 45 cont Pnl. C

Bg.

day night



Dialog:

(P) HAHA CHILLLL. Get it?

(P) I'M PATIENCE ST. PIM!

Action:

- IK WALKS ON/S.

DEC 02 2015

Timing:

Production :

1034/242

EPIISODE # 1034-242

1034/242

# ADVENTURE TIME

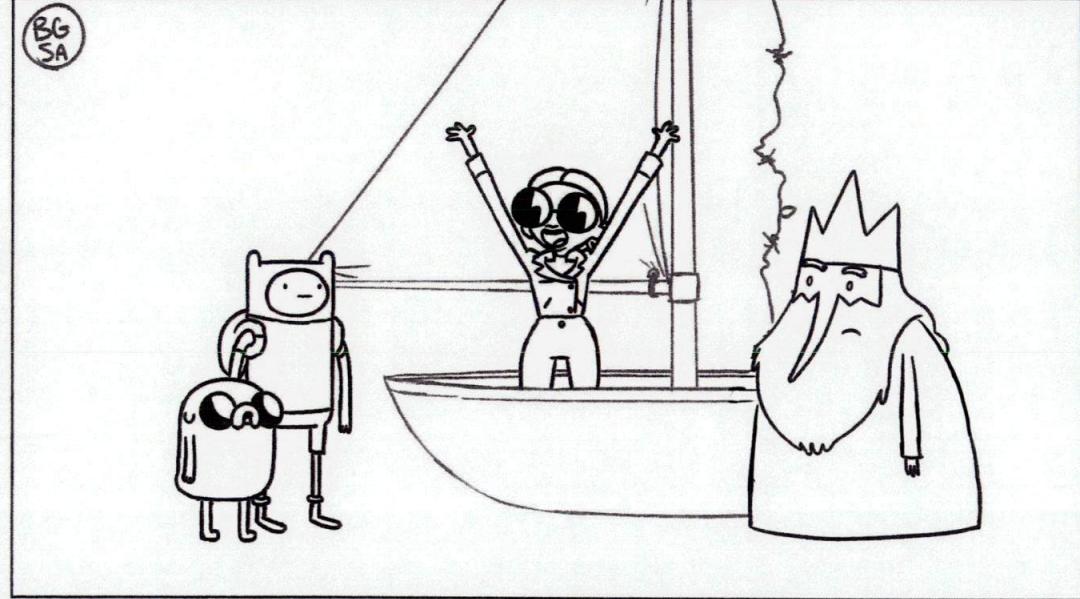


Page 77

Sc. 45 cont Pnl. D

Bg.

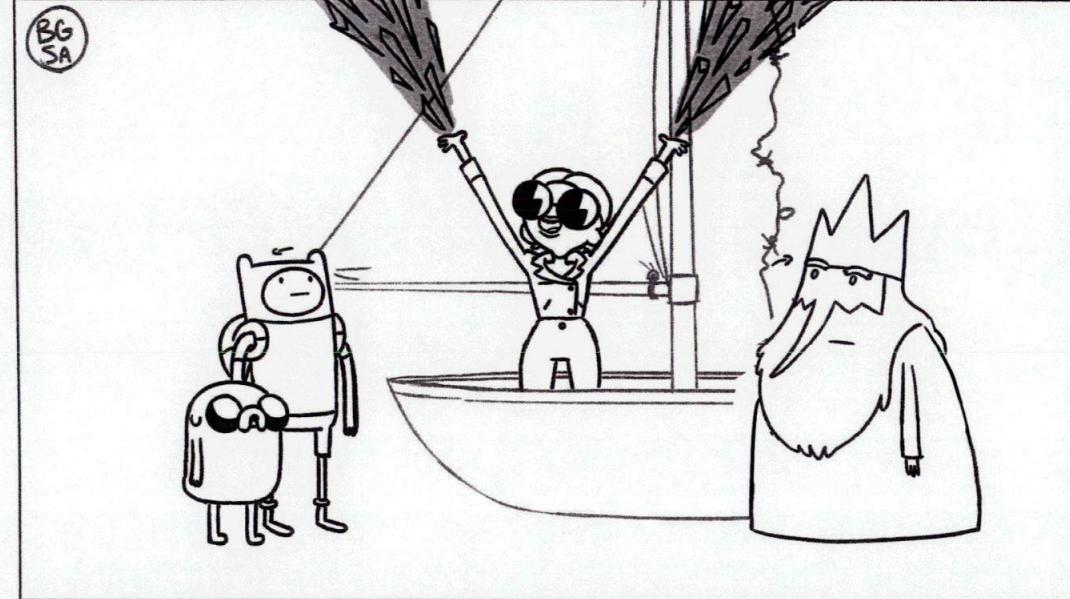
day night



Sc. 45 cont Pnl. E

Bg.

day night



1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

P THE ICE ELEMENTAL!

SFX: \*SKSHH\*

Action:

(BLAST)

(F, J, & I.K. WATCH POLITELY)

DEC 02 2015

Timing:

Production :

1034-242

EPISODE #

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



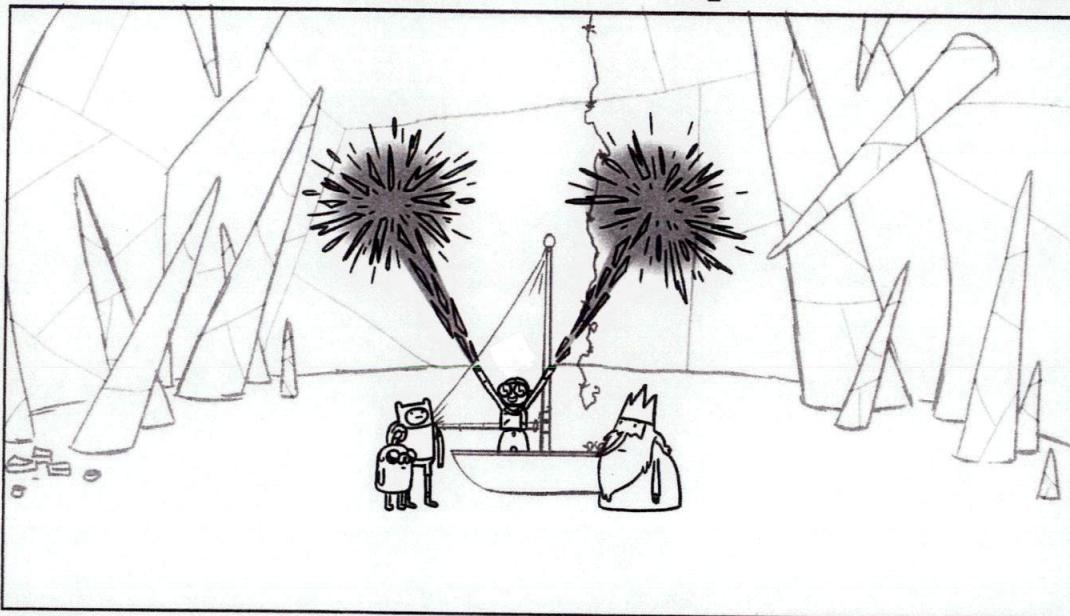
Page 78

Sc. 46

Pnl. A

Bg.

day night

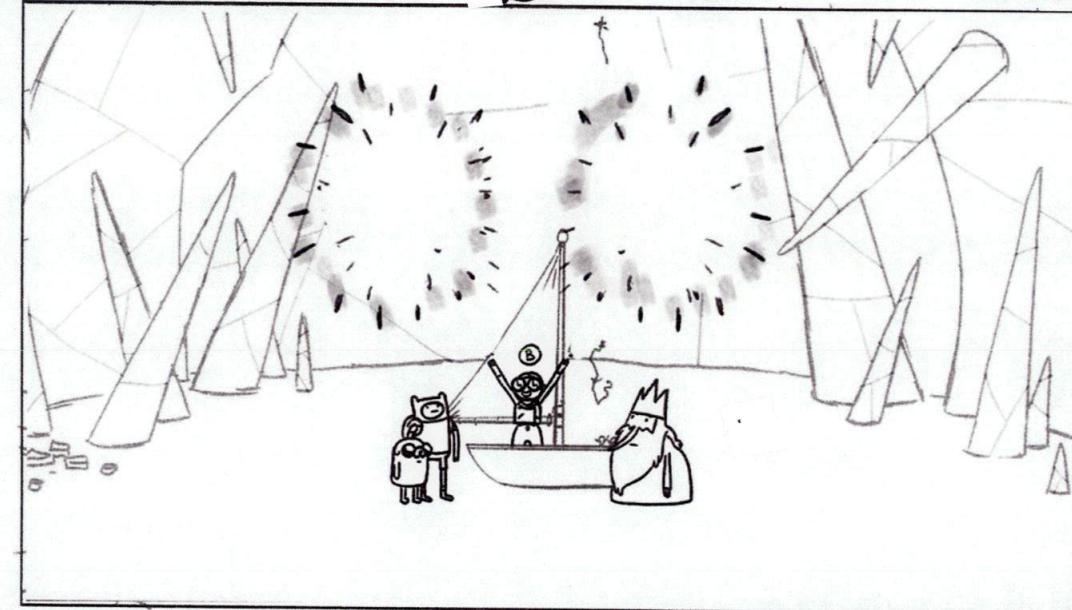


Sc. 46 cont Pnl.

B

Bg.

day night



Dialog:

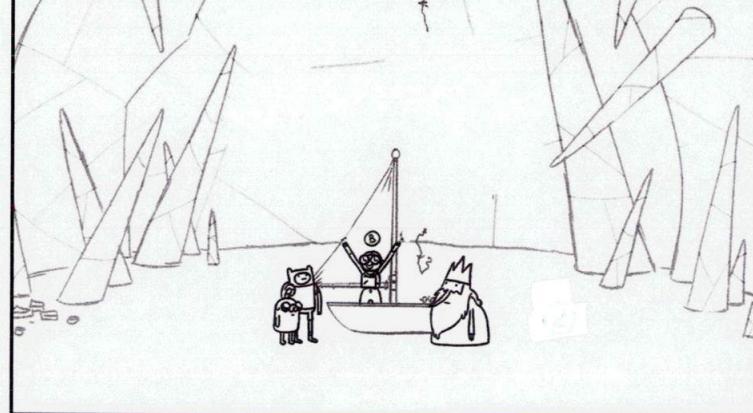
(SFX) \*ICE FIREWORKS\*

DEC 02 2015

Action:

(ICE FIREWORKS)

Timing:



Production :

EPISODE #

1034/242

1034/242

# ADVENTURE TIME



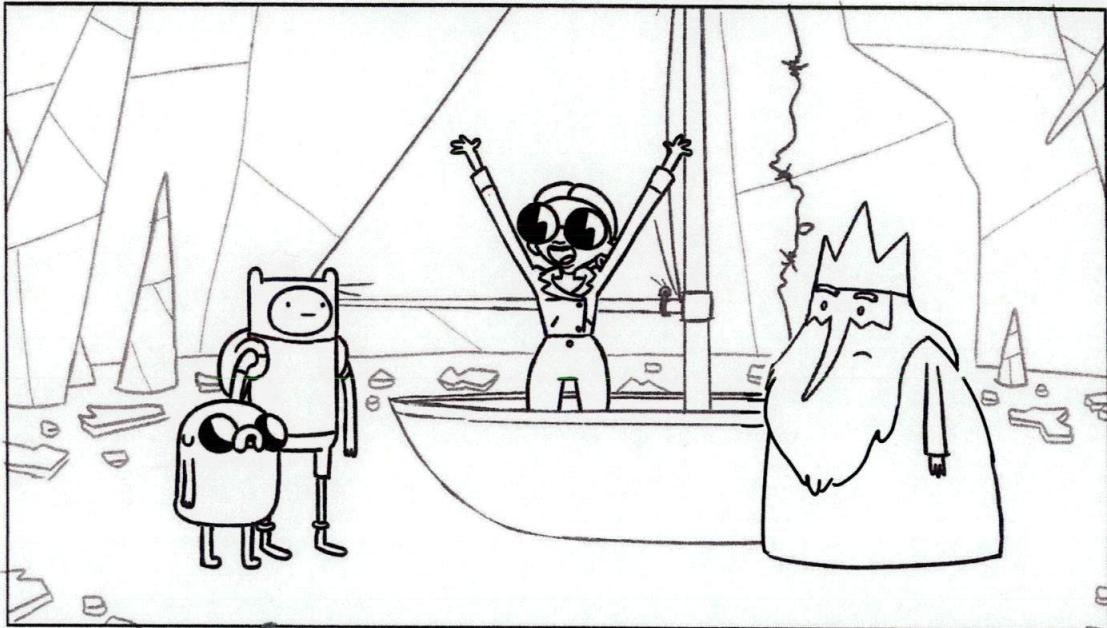
Page 79

Sc. 47

Pnl. A

Bg.

day night

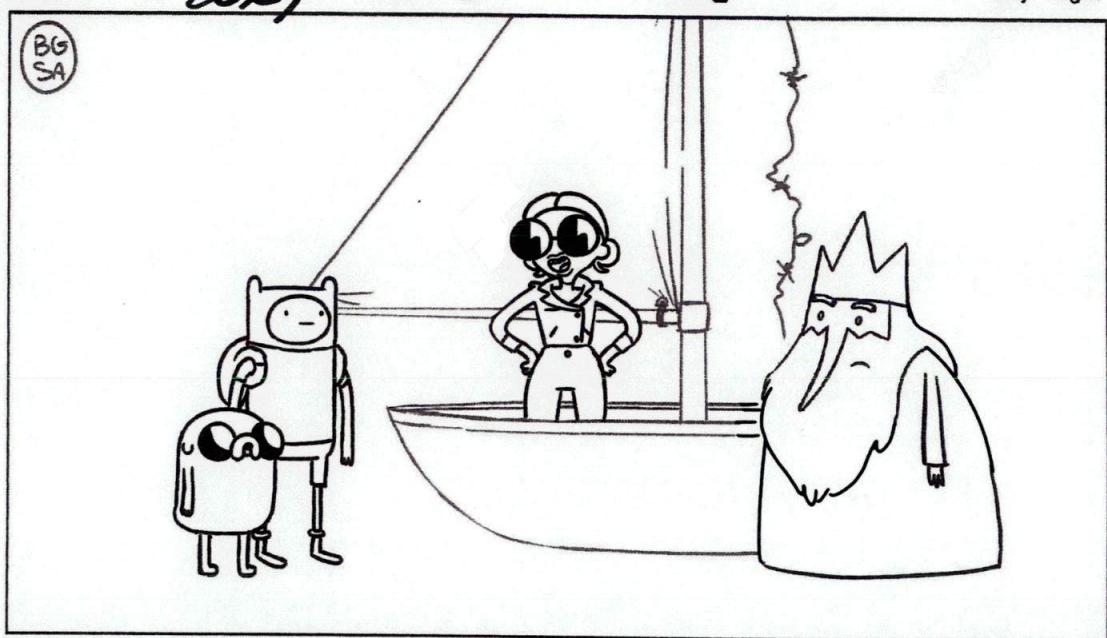


Sc. 47 cont

Pnl. B

Bg.

day night



Dialog:

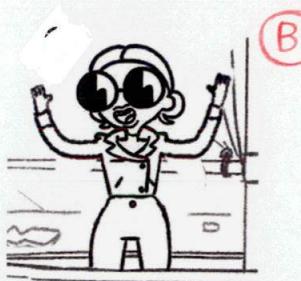
(P) DIDJA SEE THAT? I MADE ICE... WITH MY HANDS!

Action:

(BEAT)

(NO REACTIONS)

Timing:



EPISODE #

1034/242

Production :

1034/24?

# ADVENTURE TIME



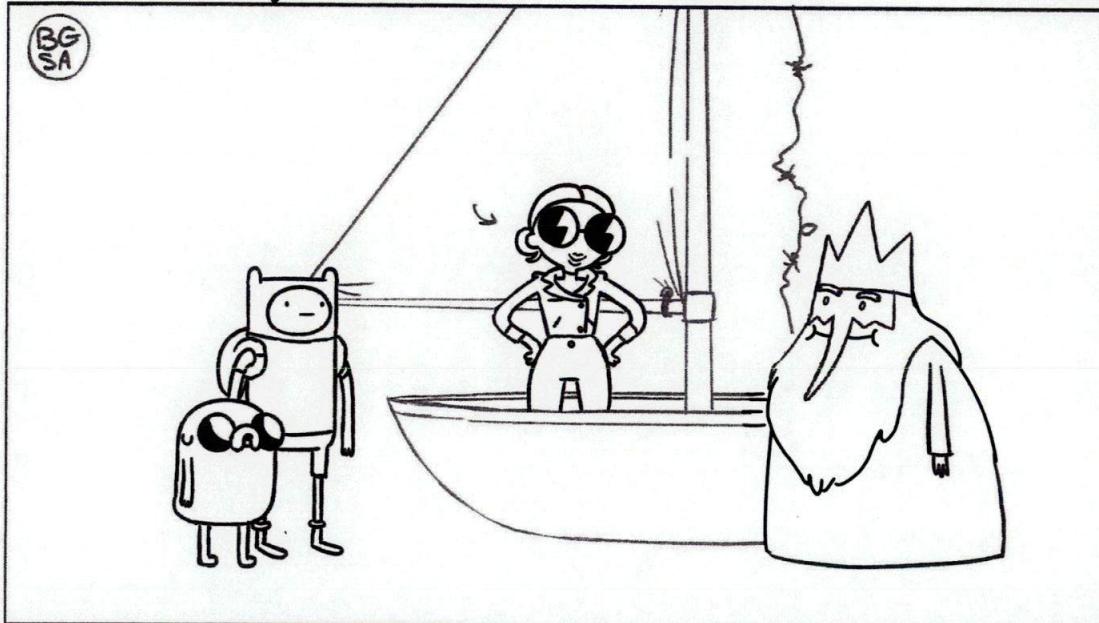
Page 80

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 47 cont Pnl. C

Bg.

day night

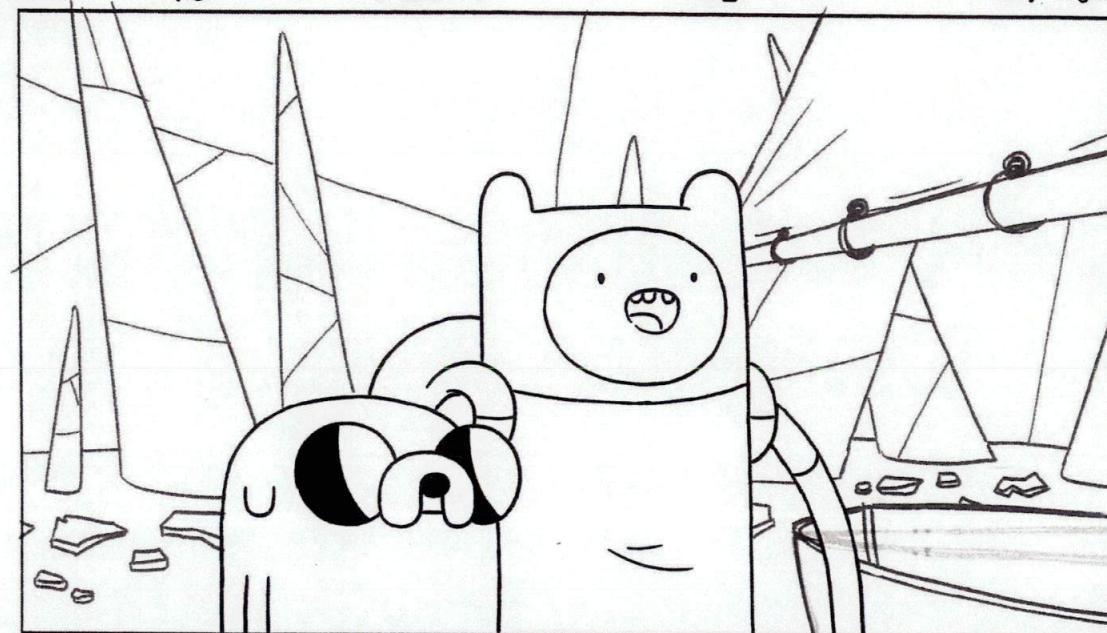


Sc. 48

Pnl. A

Bg.

day night



Dialog:

(F) NICE TO MEET YOU, PATIENCE...

Action:

(P LOOKS TO I.K. WHO SMILES QUICKLY)

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Page 81

Sc. 48 cont Pnl. B

Bg.

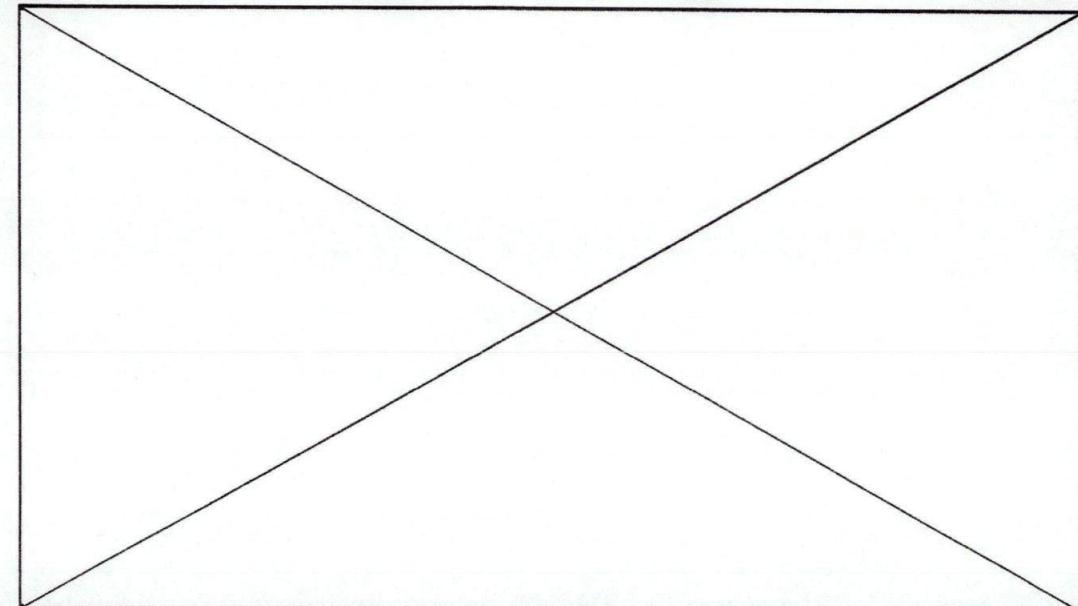
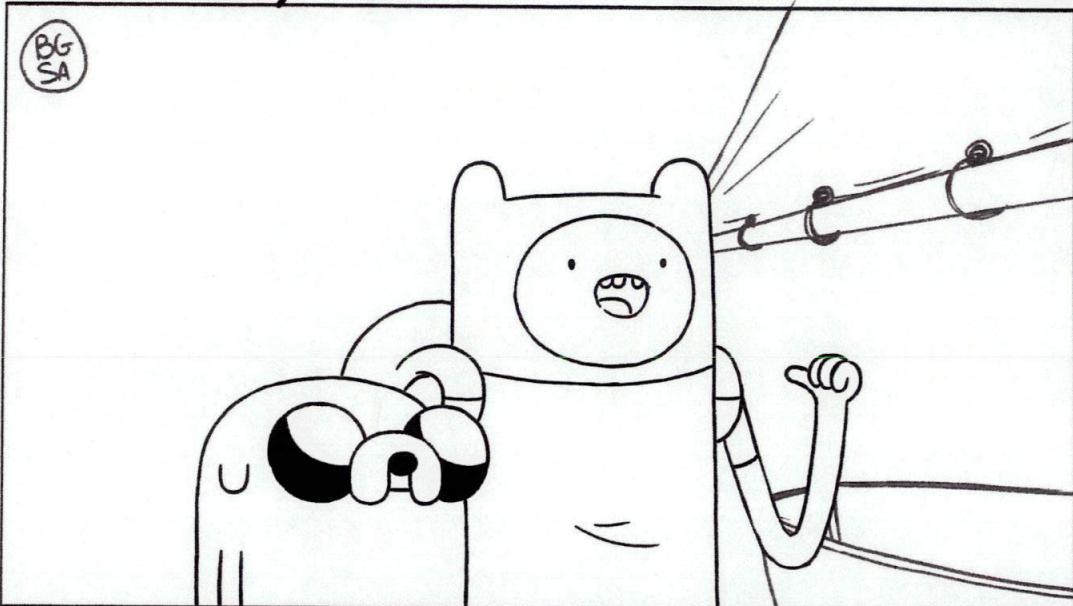
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(F) I'M FINN THE HUMAN...

Action:

DEC 02 2015

Timing:

Production :

1034/242

1034 / 242

© 2011 This material is the property of The Cartoon Network Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc.

Pnl.

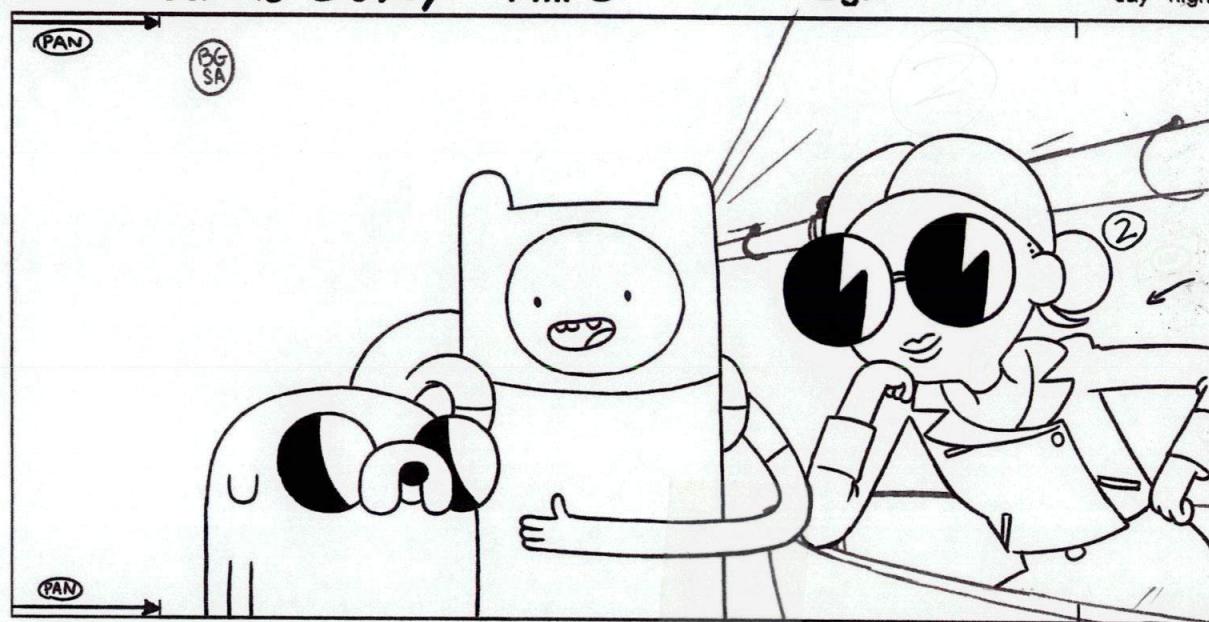
Bg.



day night

Sc. 48 cont Pnl. C

Page 82



day night

EPISODE #

1034-242

1034 / 242

Dialog:

(F) AND THIS IS JAKE THE DOG!

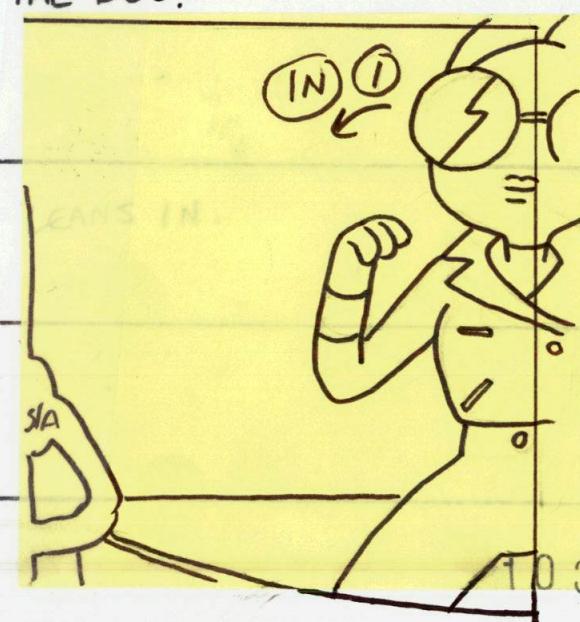
(C)

Action:

- ADJ. R. AS PATIENCE  
LEANS IN.

DEC 02 2015

Timing:



Production :

1034 / 242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



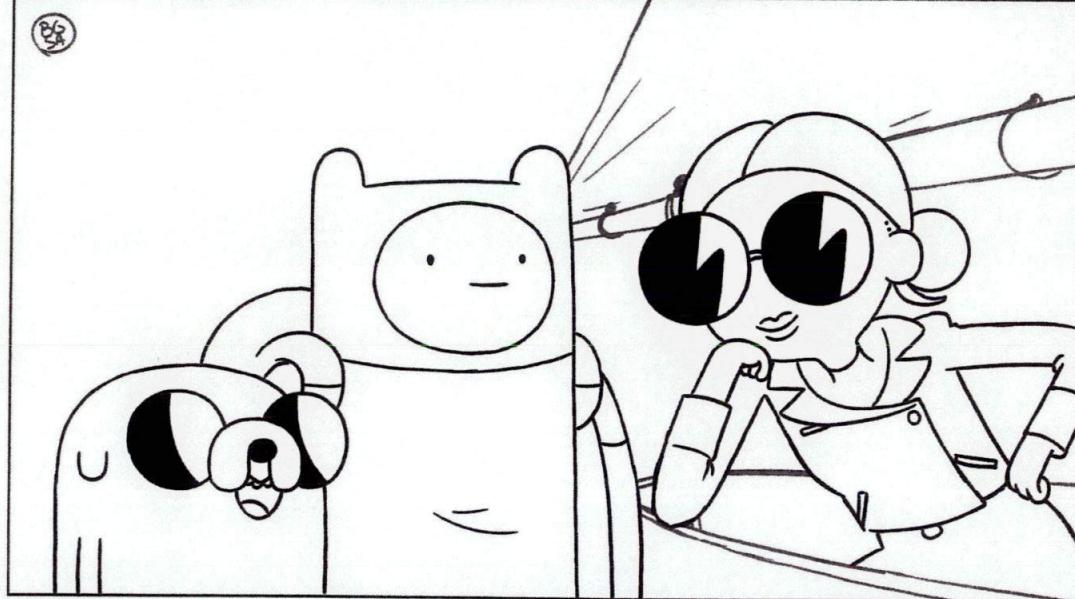
Page 83

Sc. 48 cont

Pnl. D

Bg.

day night

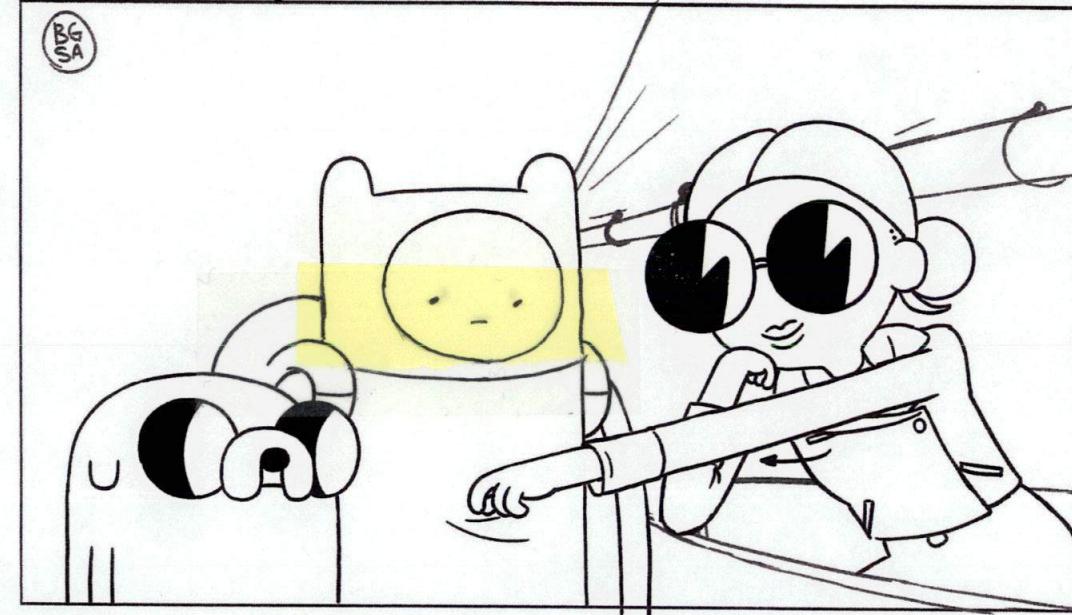


Sc. 48 cont

Pnl. E

Bg.

day night



Dialog:

J HELLO.

Action:

(PATIENCE HOLDS OUT HER HAND  
FOR JAKE TO SMELL)

DEC 02 2015

Timing:

Production :

1034-242

EPISODE #

1034/242

1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 84

Sc. 48 cont Pnl. F

Bg.

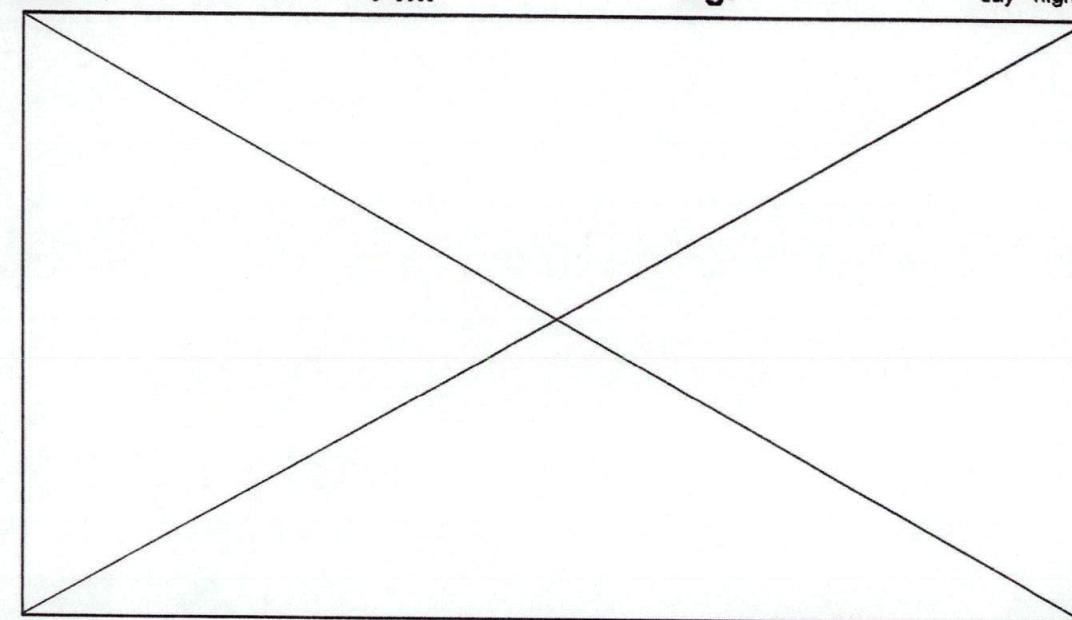
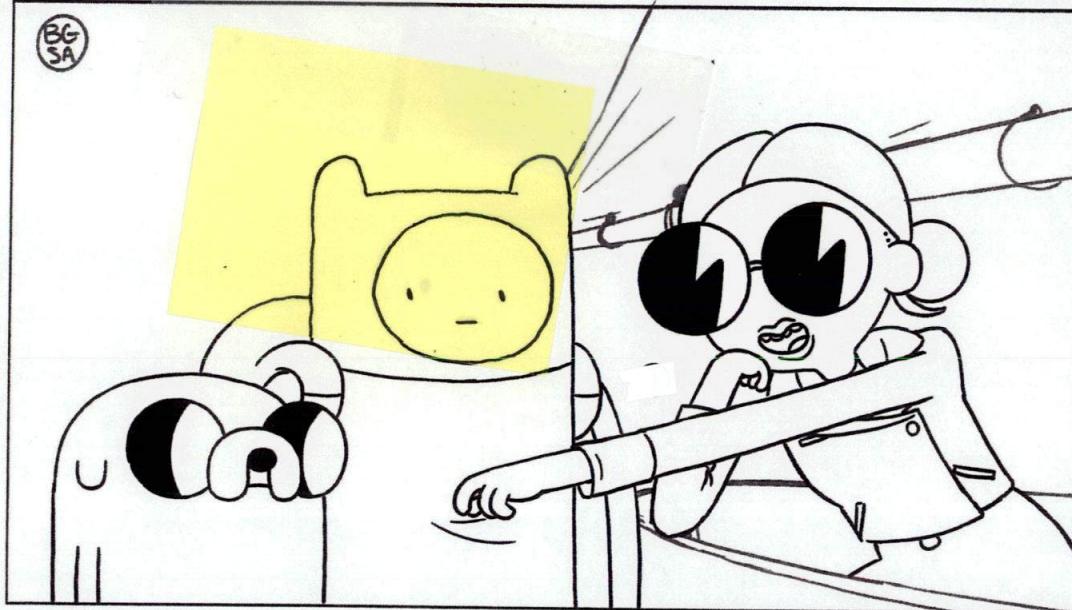
day night

Sc.

Pnl.

Bg.

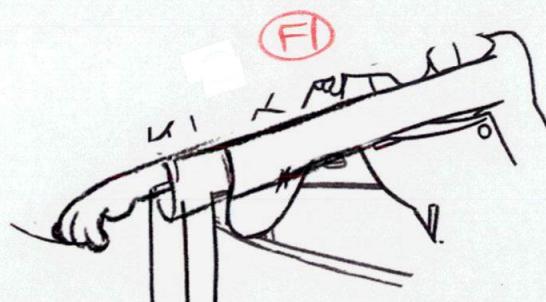
day night



Dialog:

(P) WHO'S A GOOD BOY?

Action:



DEC 02 2015

Timing:

Production :

1034 / 242

EPISODE # 1034-242

1034 / 242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

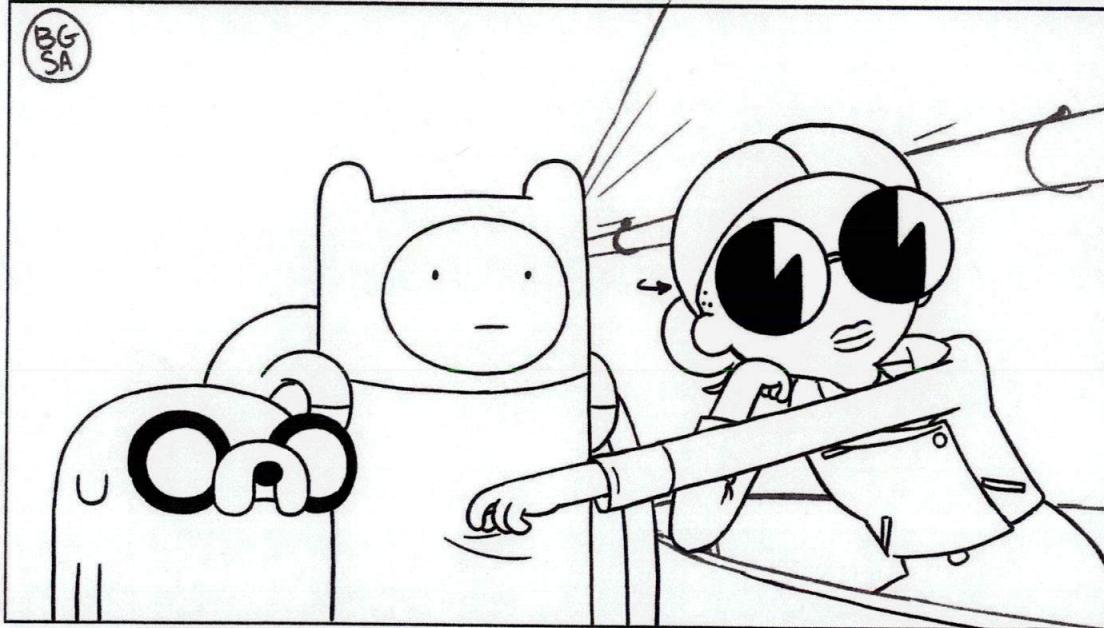
# ADVENTURE TIME

Sc. 48 cont Pnl. G

Bg.



day night



Dialog:

IK (o.s.) AHEM!

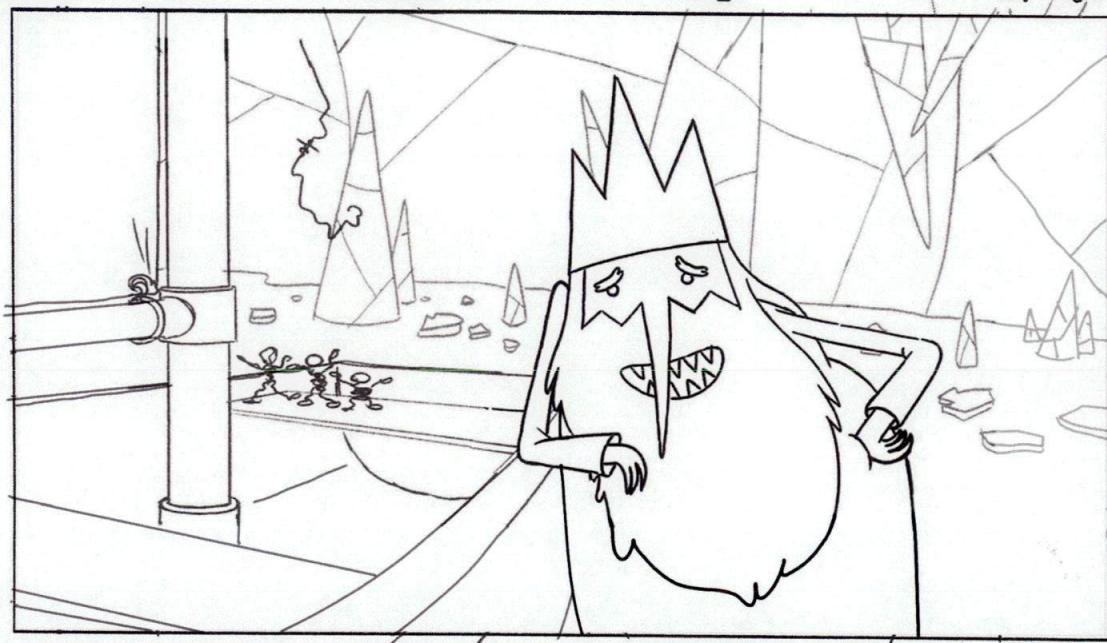
Sc. 49

Pnl. A

Bg.

Page 85

day night



Action:

• P + F + J LOOK RIGHT.

DEC 02 2015

Timing:

Production :

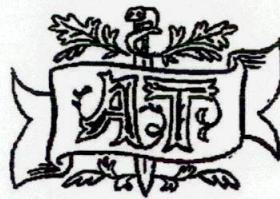
1034-242

1034/242

EPISODE #

1034/242

# ADVENTURE TIME

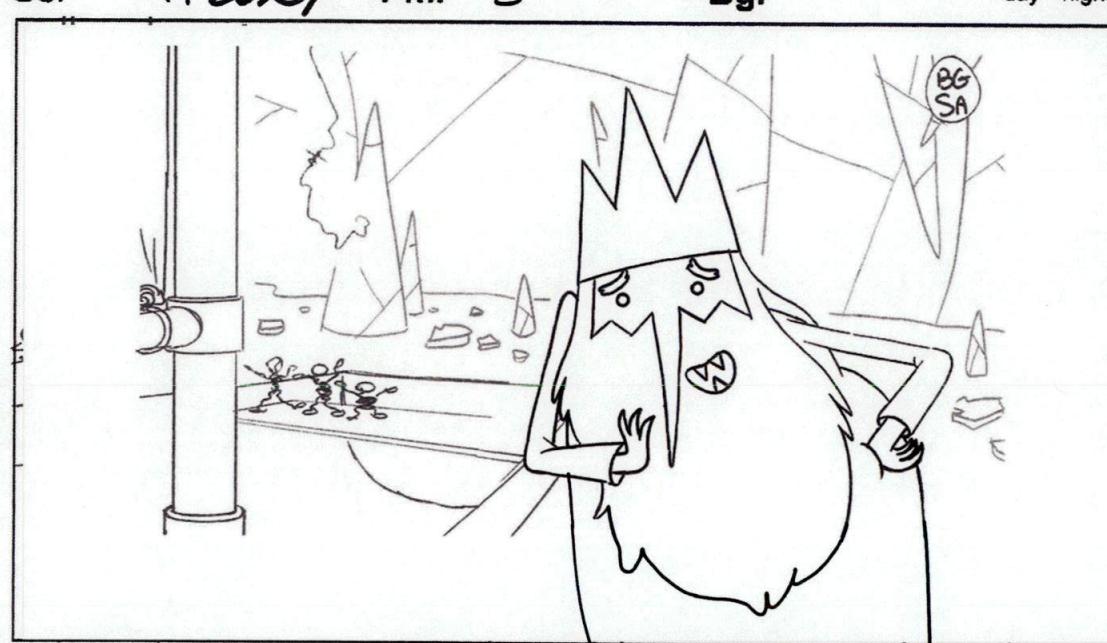


Page 86

Sc. 49 cont Pnl. B

Bg.

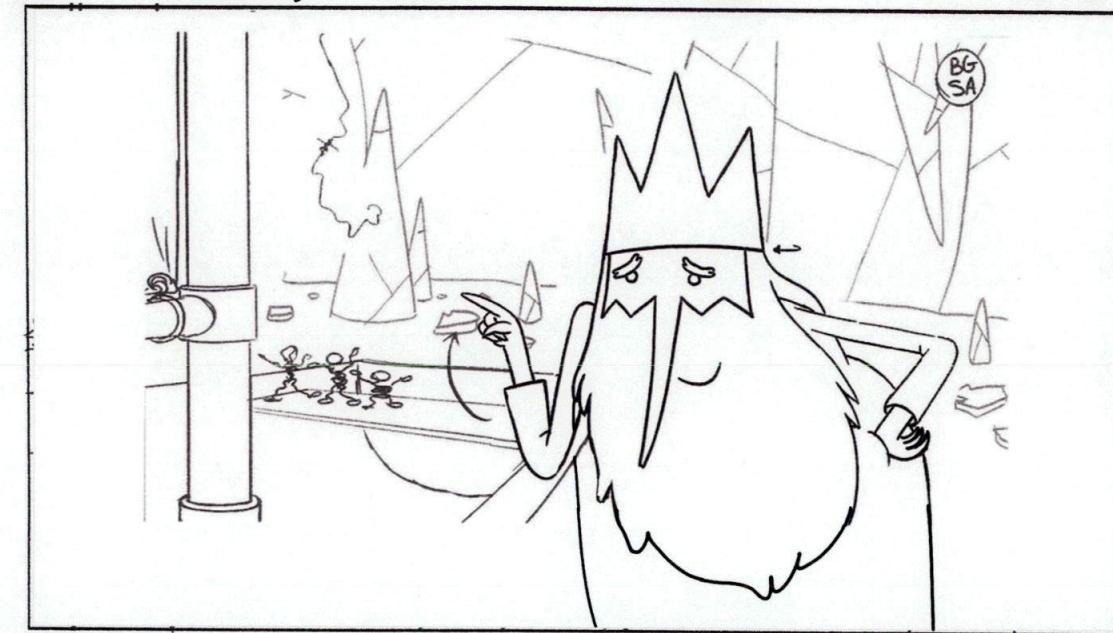
day night



Sc. 49 cont Pnl. C

Bg.

day night



Dialog:

(K) I... ALSO MAKE ICE

Action:

(POINTS)

DEC 02 2015

Timing:

Production :

1034-242

EPISODE #

1034 / 242

1034 / 242

1034 / 242

# ADVENTURE TIME

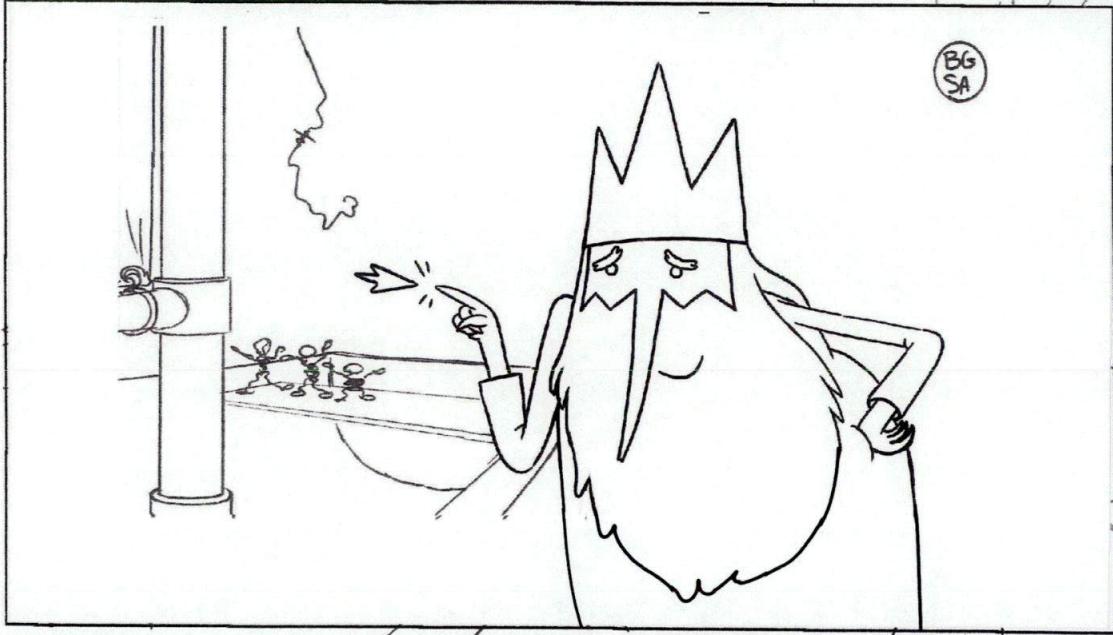


Page 87

Sc. 49 cont Pnl. D

Bg.

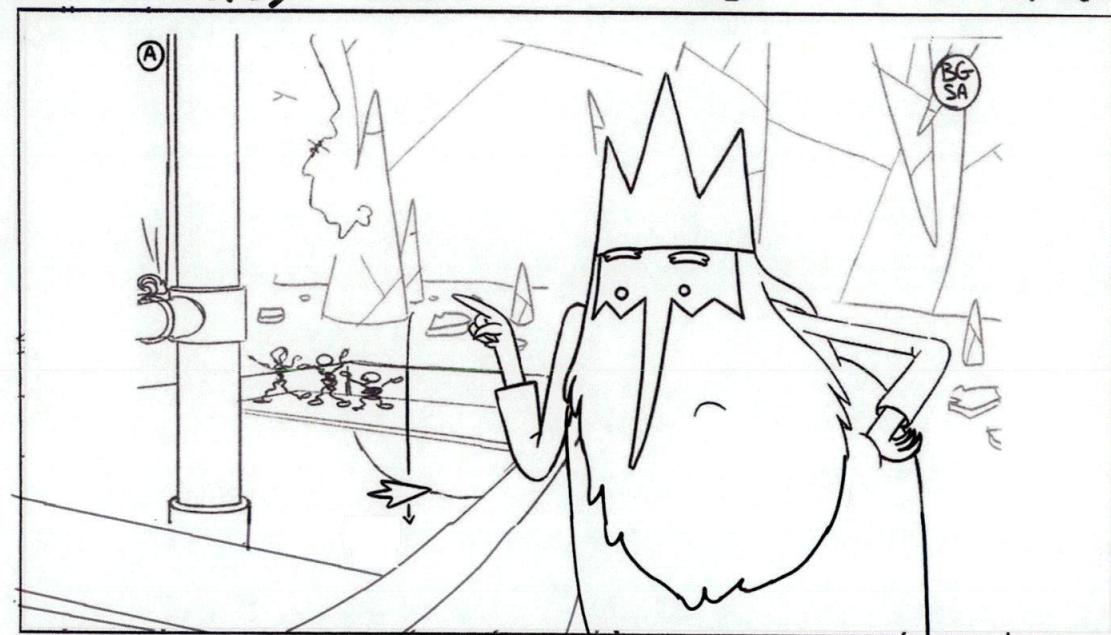
day night



Sc. 49 cont Pnl. E

Bg.

day night



Dialog:

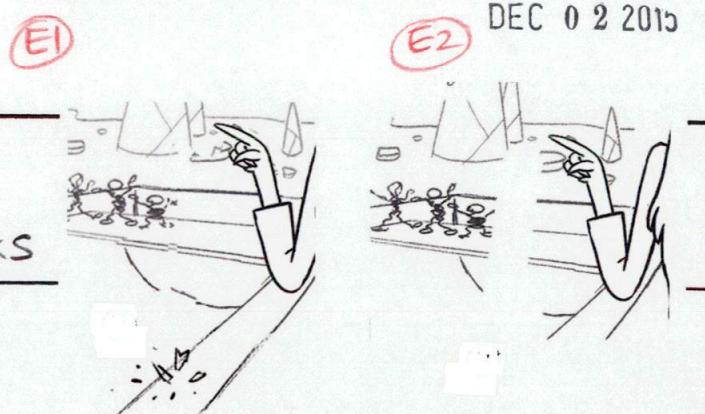
**SFX** FART!

**SFX** CLINK!

Action:

<FART!>  
OF  
ICE MAGIC.

- ICE MAGIC  
FALLS, BREAKS



Timing:

Production :

1034/242

# ADVENTURE TIME



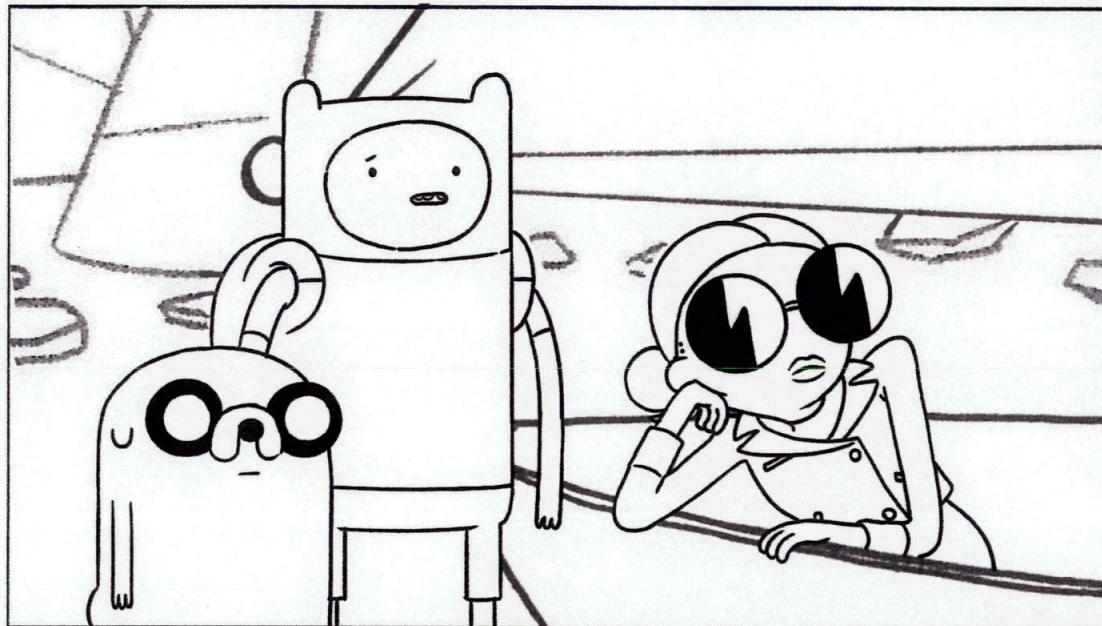
Page 88

Sc. 50

Pnl. A

Bg.

day night

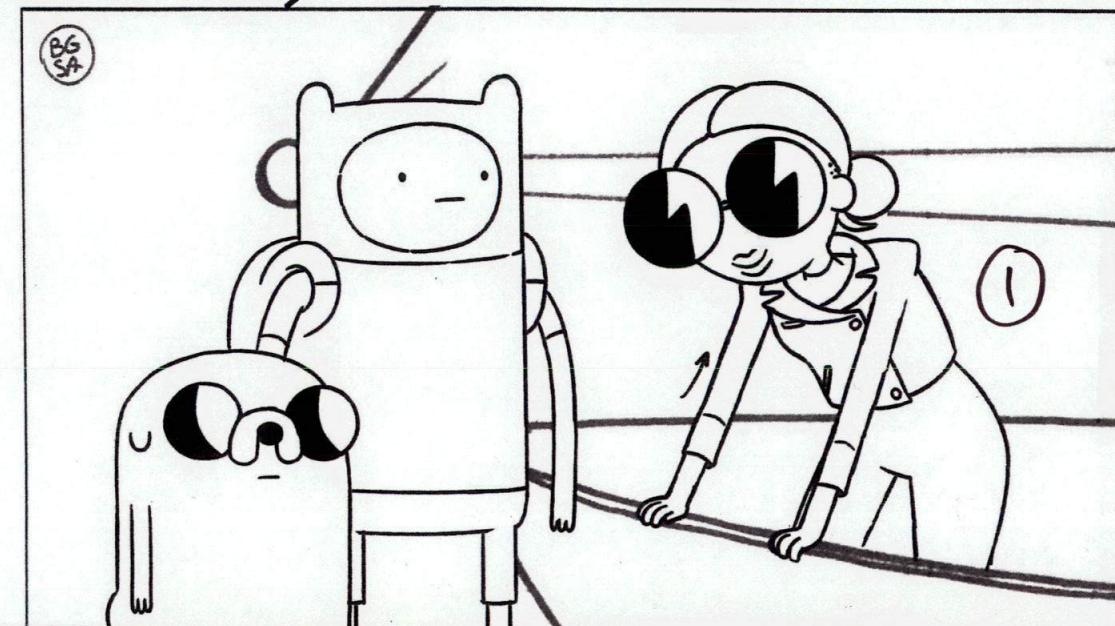


Sc. 50 cont

Pnl. B

Bg.

day night



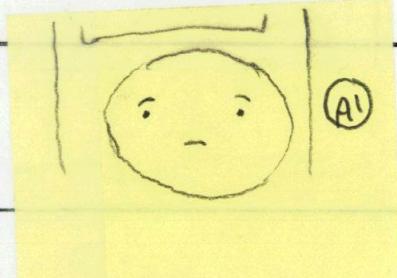
1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

F HE'S BEEN USING HIS  
POWERS A LOT TODAY

Action:



Timing:



Production :

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

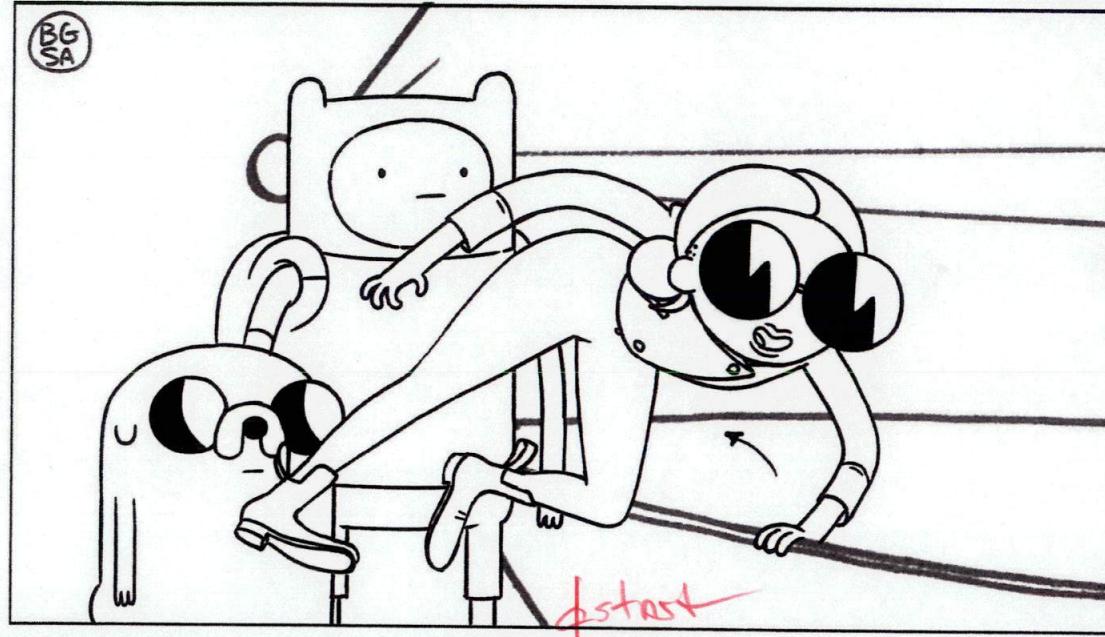


Page 89

Sc. 50 cont Pnl. C

Bg.

day night

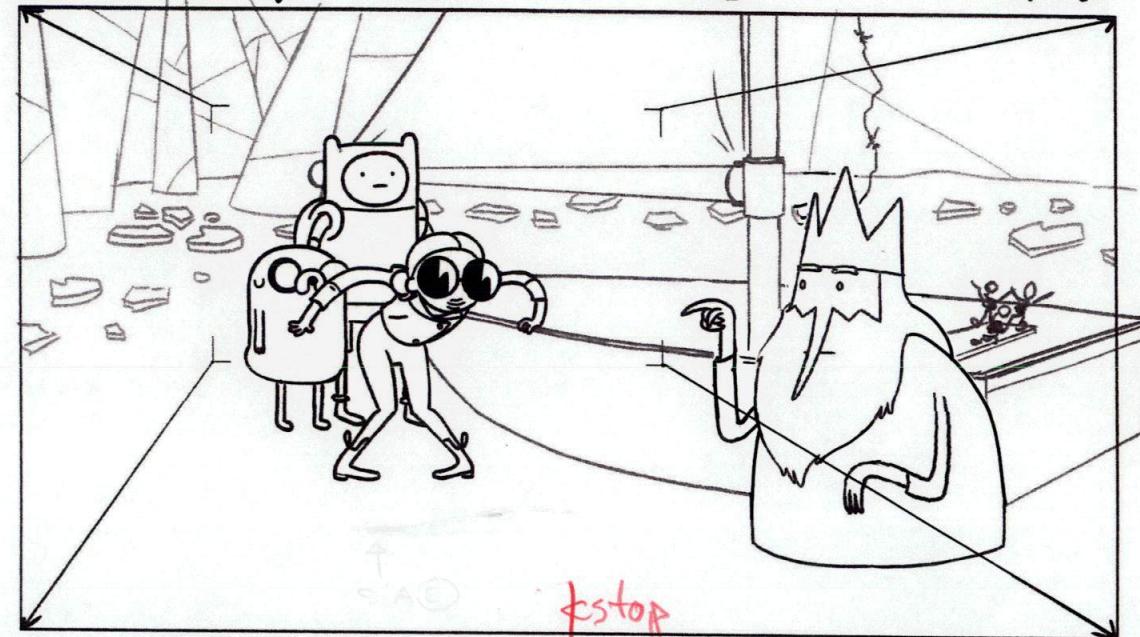


Sc. 50 cont

Pnl. D

Bg.

day night



Dialog:

(P) HUP

Action:

- P. HOPS OVER RAIL.

- TRUCK OUT AS P. LANDS.

DEC 02 2015

Timing:

Production :

1034/242

1034/242

# ADVENTURE TIME



Page 90

Sc. 50 cont

Pnl. E

Bg.

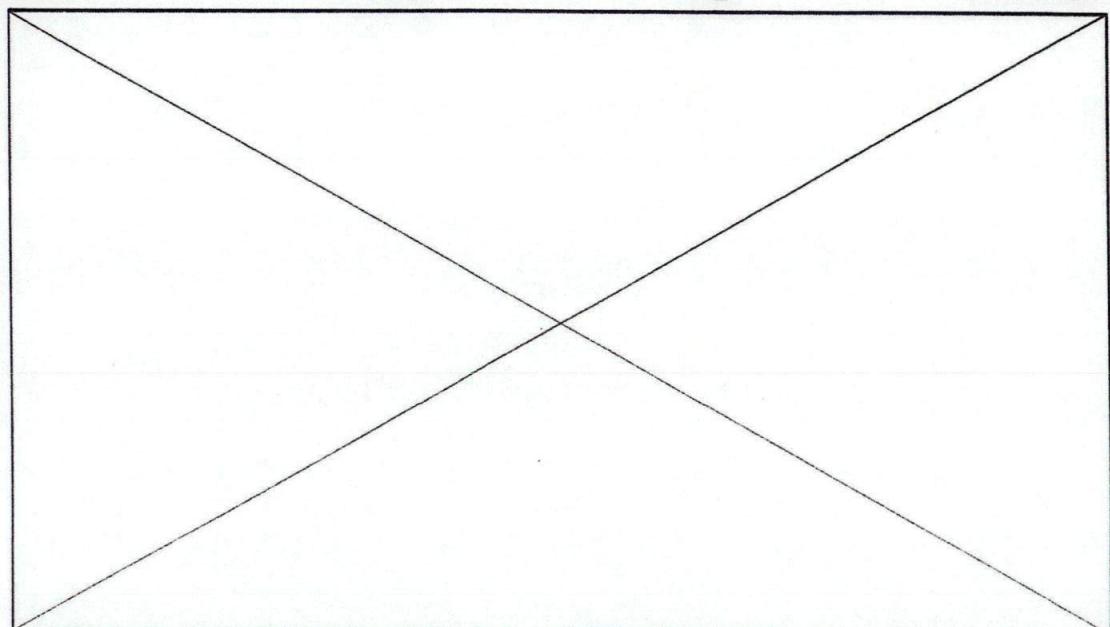
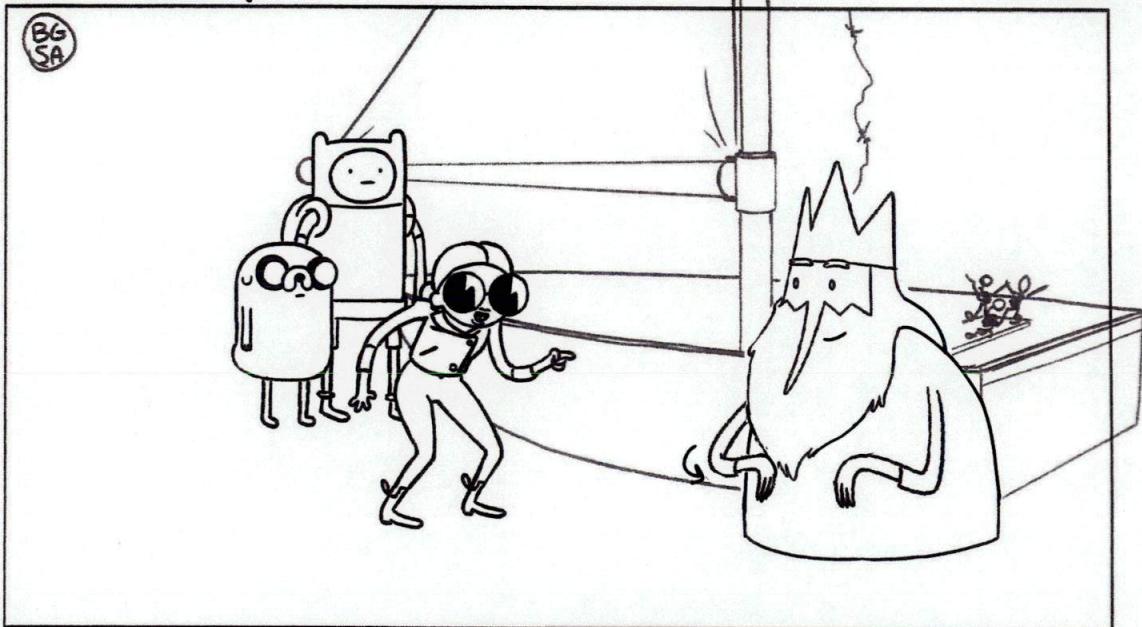
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(P) WELL, I THINK YOU'RE PRETTY GROOVY

DO YOU WANNA...

Action:

DEC 02 2015

Timing:

Production :

1034/242

# ADVENTURE TIME



Page 91  
9/1/2015  
day night

Sc. 50 CONT

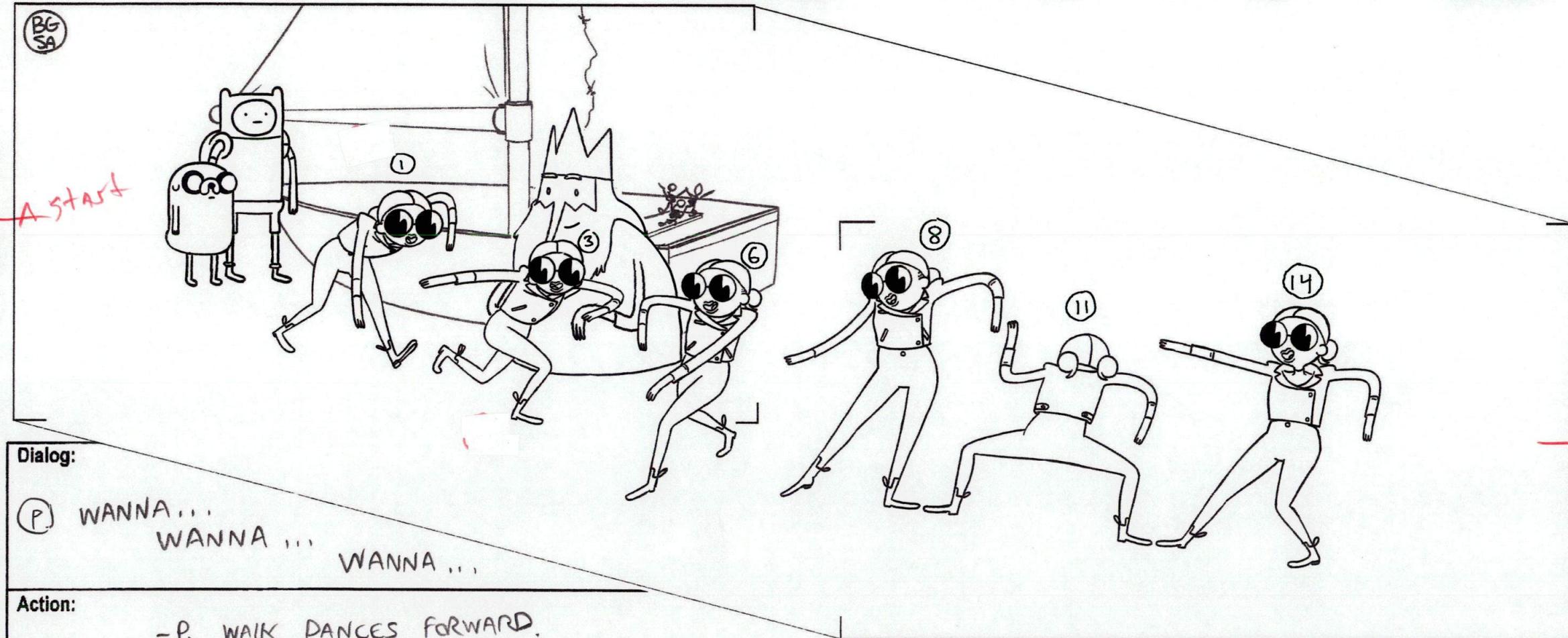
Bg.

day night

Sc.

Pnl.

Bg.



EPISODE #

1034/241024-242

A stop  
(F)

Production :

1034/242

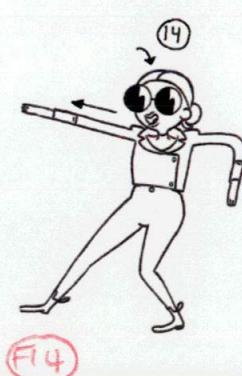
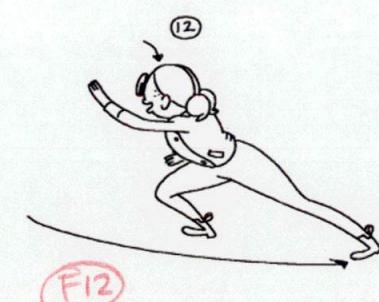
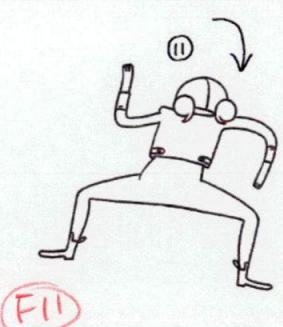
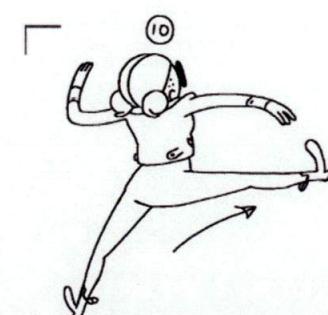
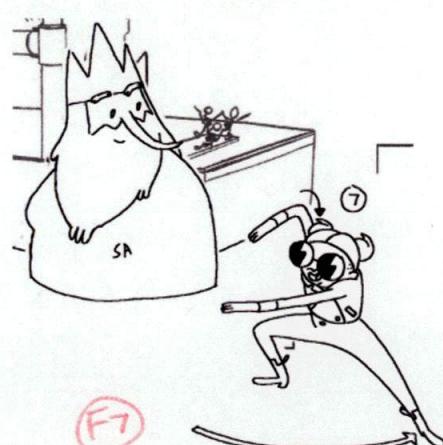
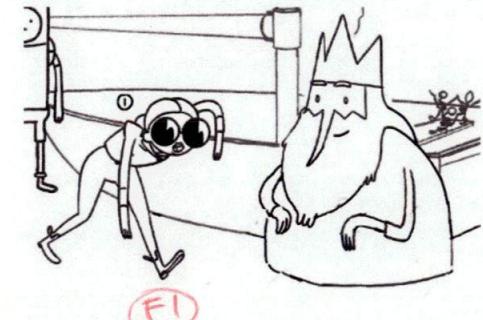
# ADVENTURE TIME

Sc. 50

ADDITIONAL POSES.



Page 91A  
NEXT  
day night



- SEE ANIMATIC  
FOR  
TIMING

DEC 02 2015

Production :

EPISODE #

1034/242

1034/242

1034 / 242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



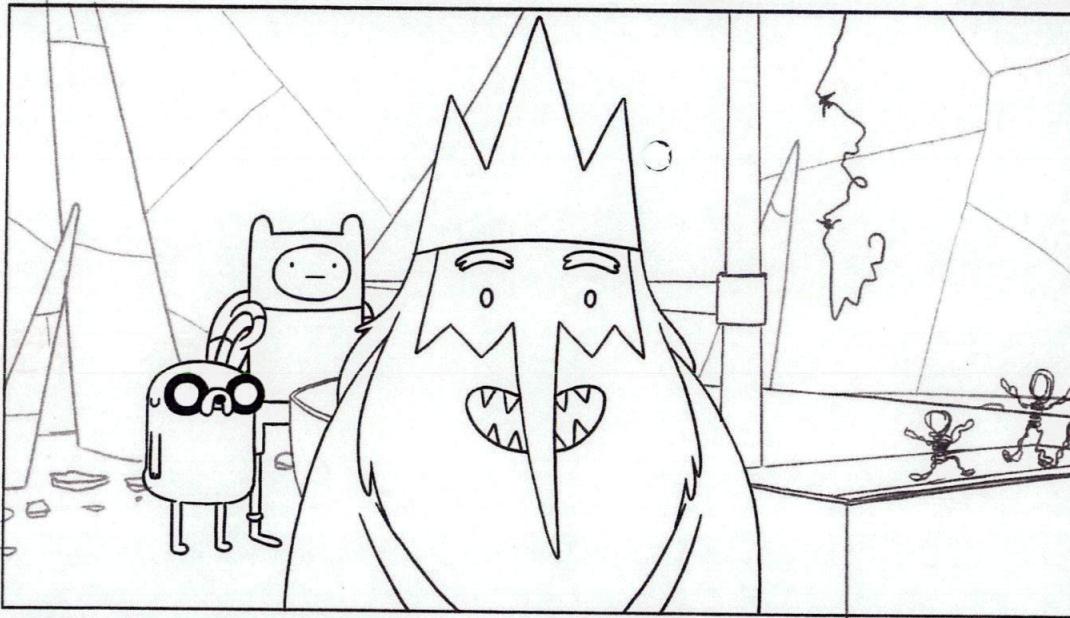
Page 92

Sc. 51

Pnl. A

Bg.

day night



Sc. 52

Pnl. A

Bg.

day night



EPIISODE #

1034-242

1034 / 242

Dialog:

(IK) SURE! WHAT'S THAT? <sup>(A)</sup> LIKE A BOYFRIEND?

(P) MORE LIKE AN INTERN

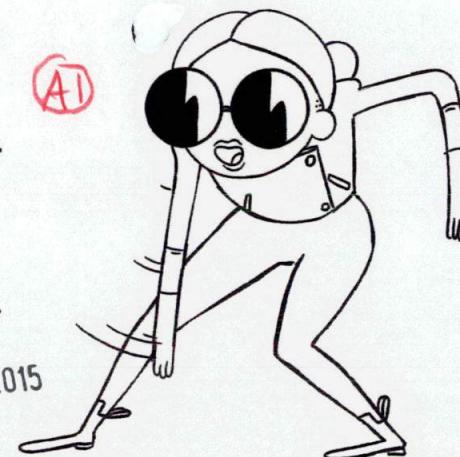
Action:



Timing:

CYCLE  
<sup>(A)</sup> <sub>(A)</sub>

DEC 02 2015



Production :

1034 / 242

# ADVENTURE TIME



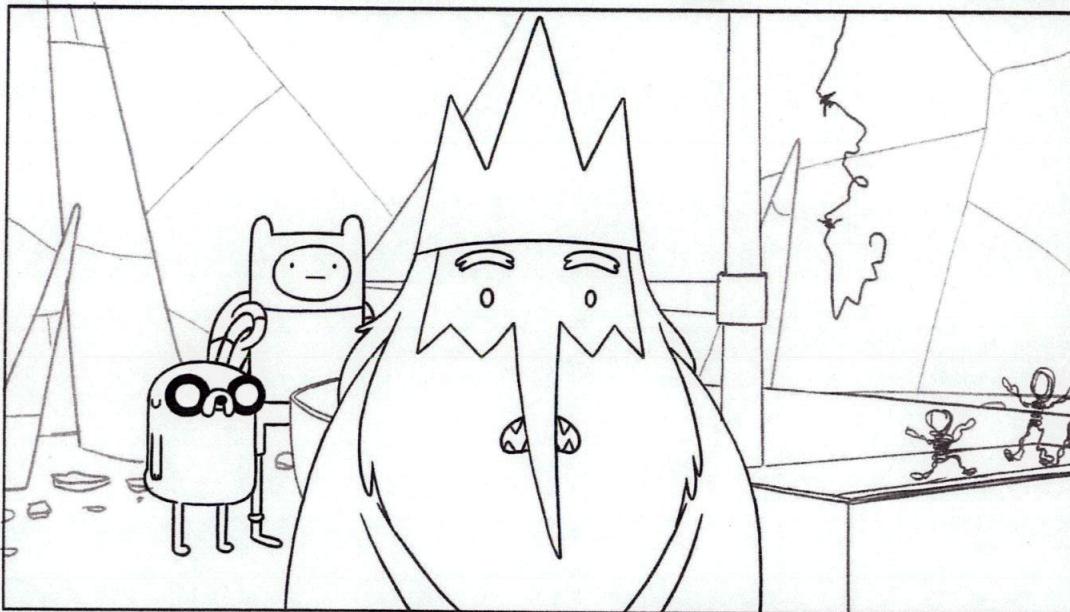
Page 93

Sc. 53

Pnl. A

Bg.

day night

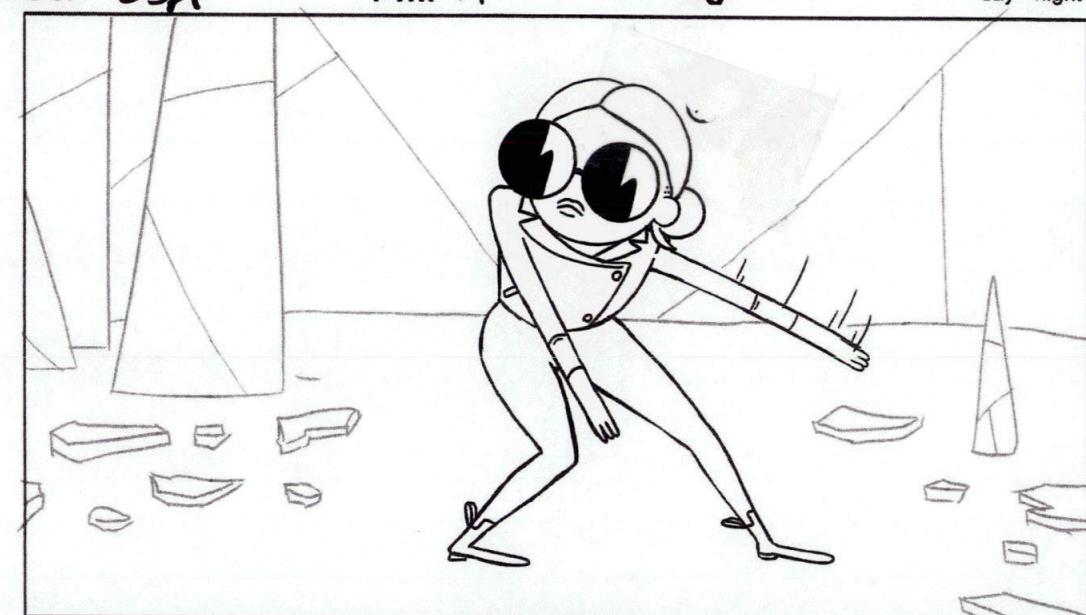


Sc. 53A

Pnl. A

Bg.

day night



1034-242

EPISODE #

Production :

Dialog:

(IK) OH.

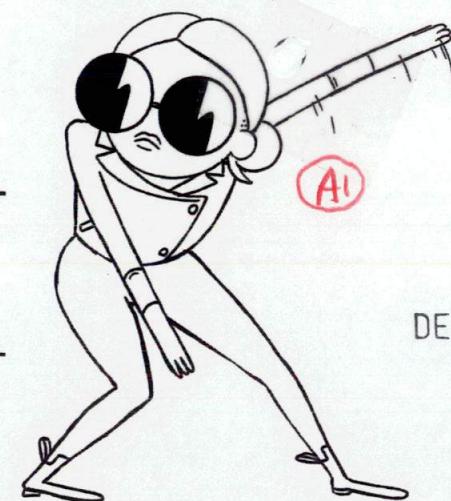
Action:

- IK Looks DISAPPOINTED.

CYCLE

(A) / AD

Timing:



DEC 02 2015

1034/242

# ADVENTURE TIME



Sc. 53A cont Pnl. B

Bg.

day night

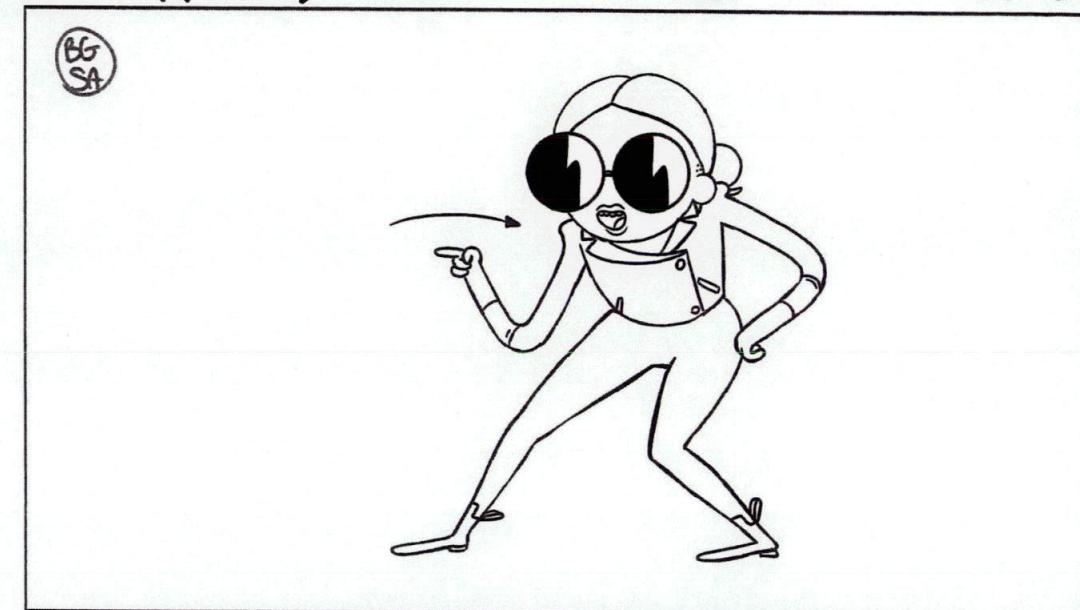
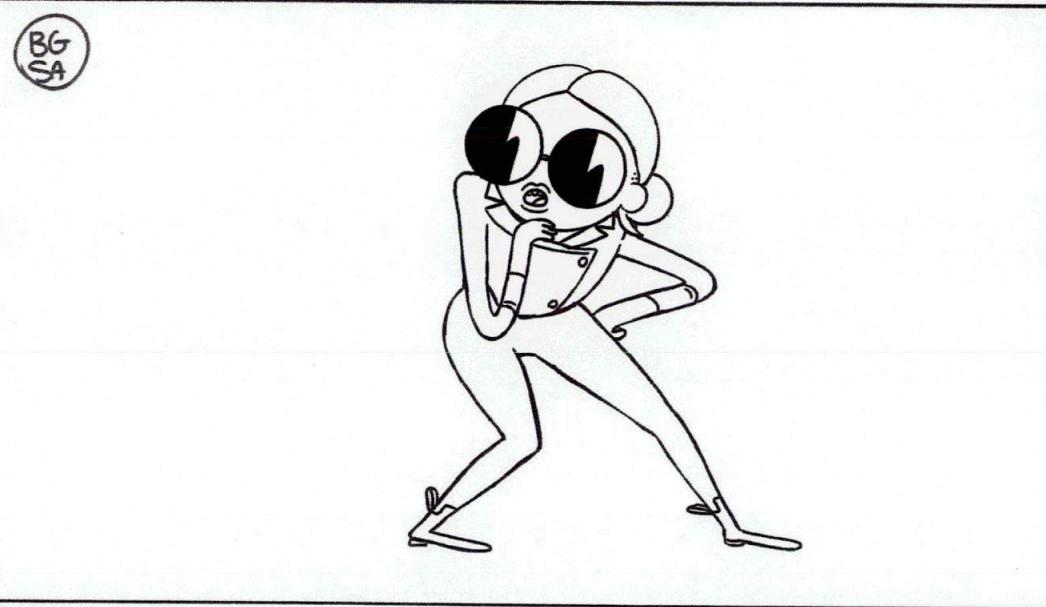
Page 94

day night

Sc. 53A cont Pnl. C

Bg.

day night



1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

(P) Uh ...

(P) NO, YOU'RE RIGHT, IT IS MORE LIKE A BOYFRIEND!

Action:

DEC 02 2015

Timing:

Production :

1034/242

# ADVENTURE TIME



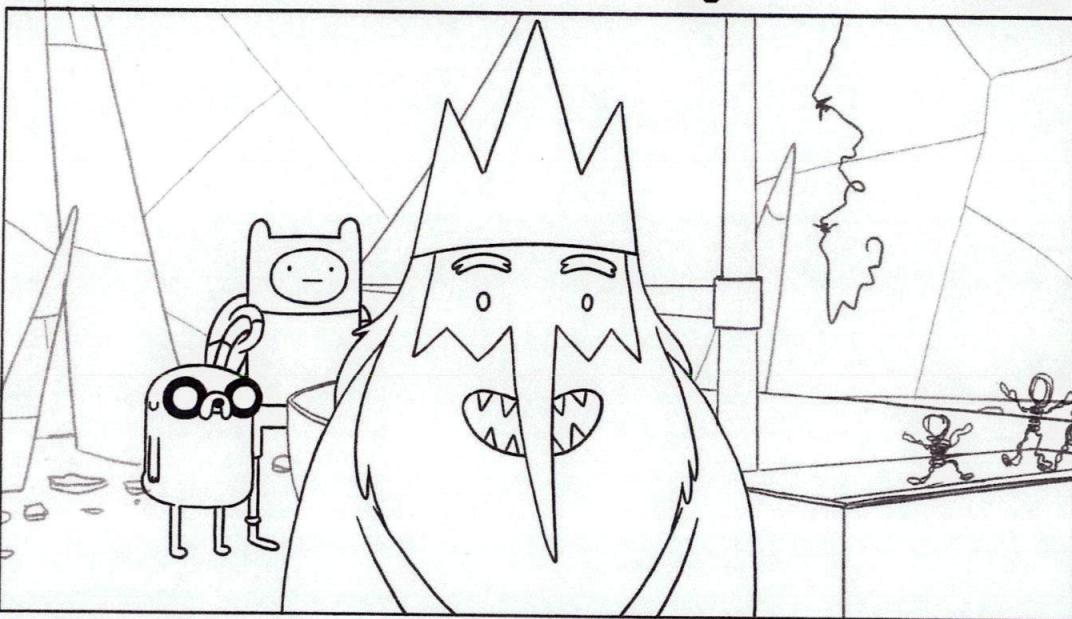
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 54

Pnl. A

Bg.

day night

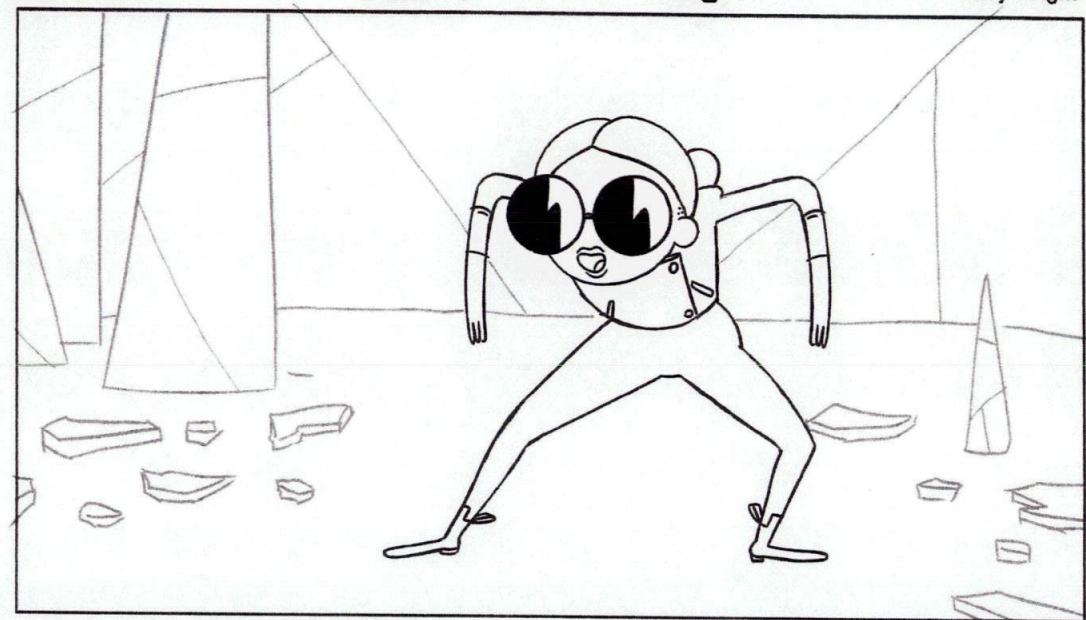


Sc. 55

Pnl. A

Bg.

day night



Page 95

EPISODE # 1034-242

Production :

Dialog:

IK COOL!

P HA HA

Action:

DEC 02 2015

Timing:

1034/242

1034/242

# ADVENTURE TIME

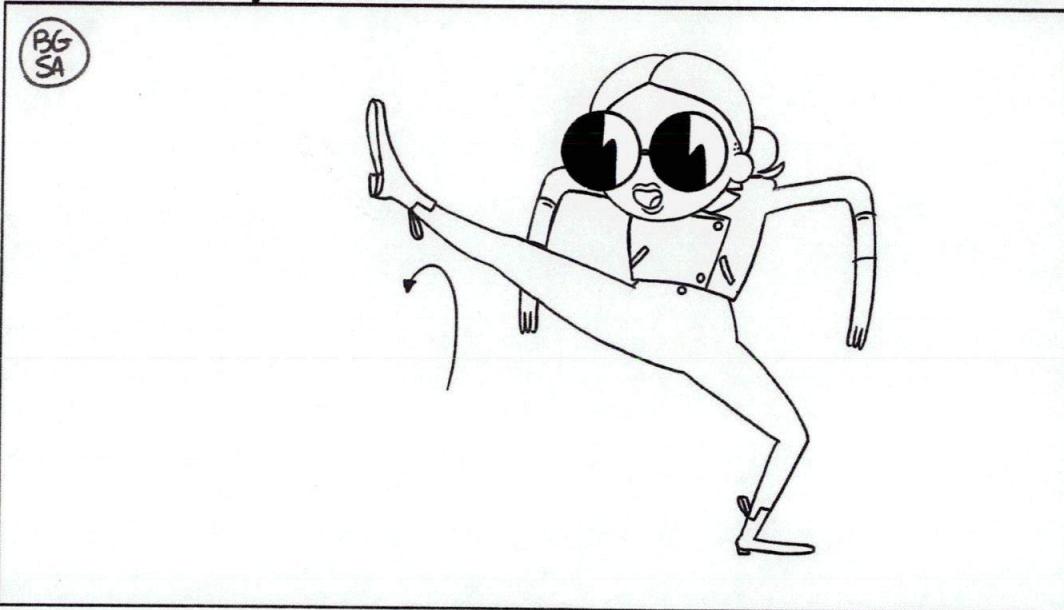


Page 96

Sc. 55 cont Pnl. B

Bg.

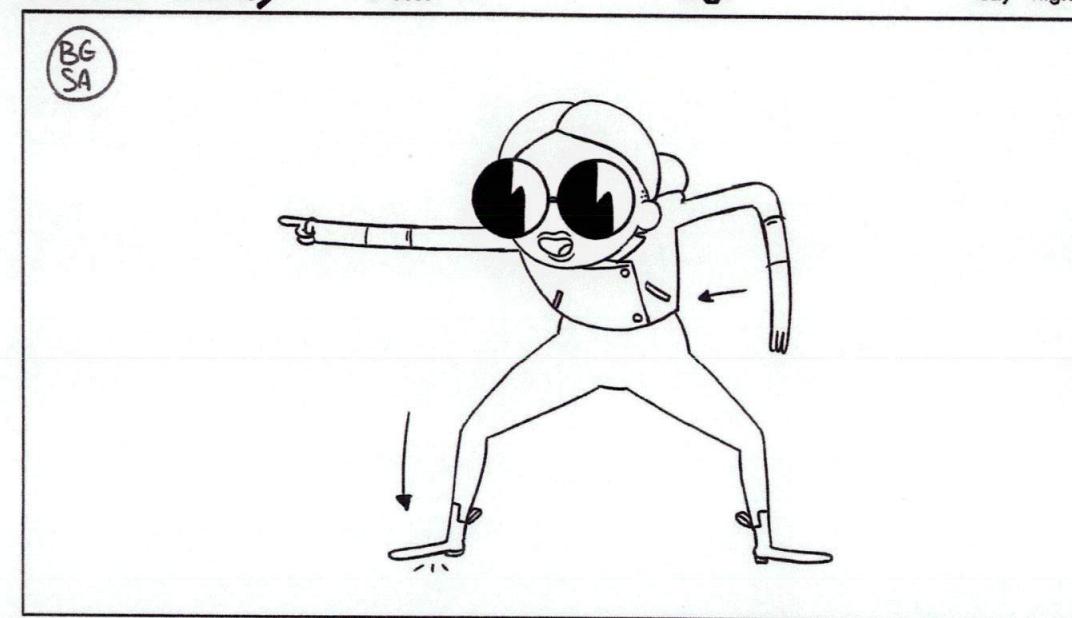
day night



Sc. 55 cont Pnl. C

Bg.

day night



1034/242

Dialog:

P YOU'RE

P COOL!

Action:

DEC 02 2015

Timing:

Production :

1034/242

1034-242

EPISODE #

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 55 cont Pnl. D

Bg.

day night

Page 97



Sc. 55 cont Pnl. E

Bg.

day night



EPISODE # 1034-242

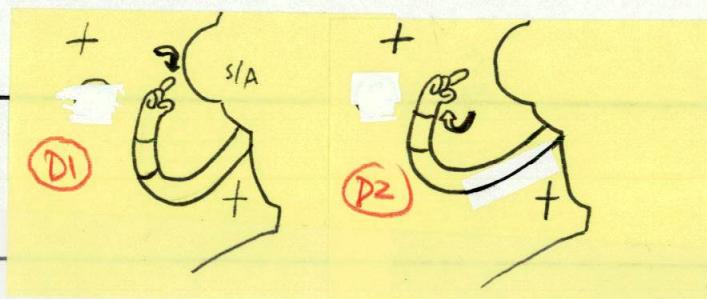
Production : 1034/242

Dialog:

(P) DIALED IN, You KNow?

Action:

(D), (D1), (D2), (D)



Timing:

(WEIRD DANCING)

E, E, E, E, E,

DEC 02 2015



1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



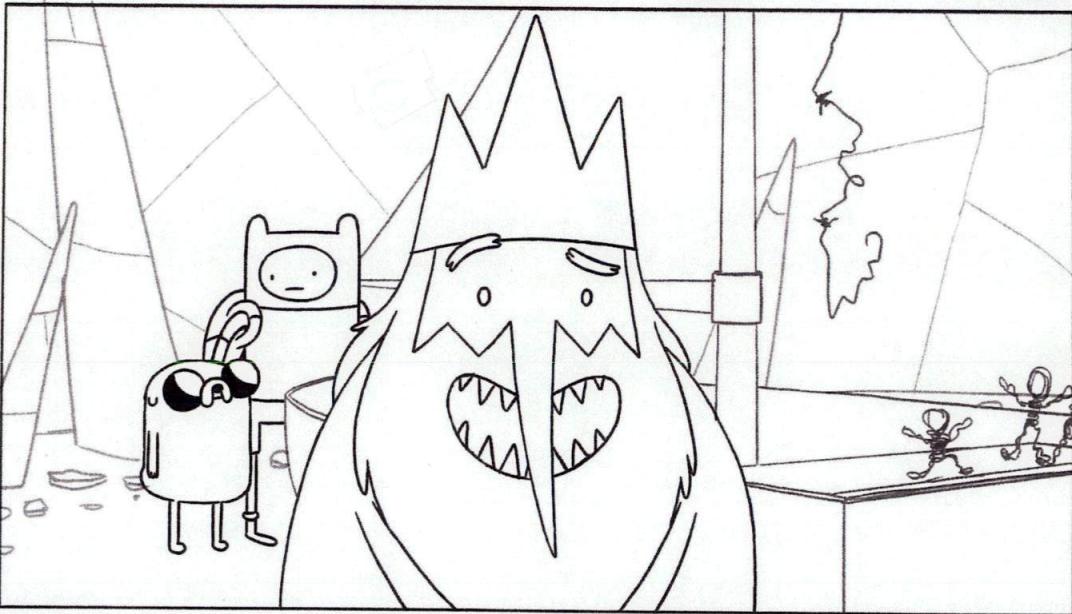
Page 98

Sc. 56

Pnl. A

Bg.

day night

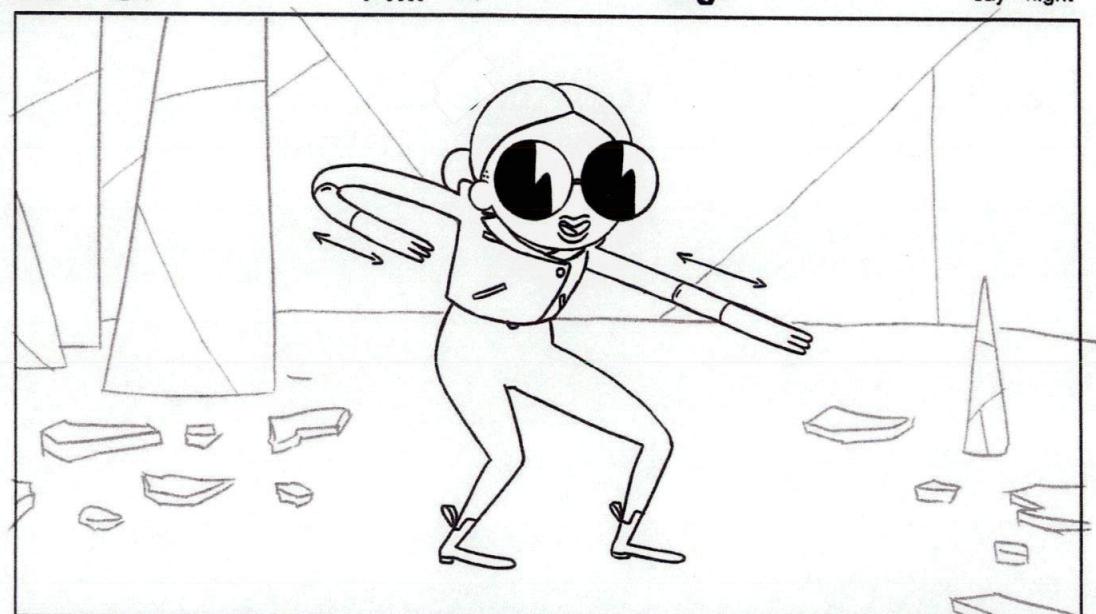


Sc. 57

Pnl. A

Bg.

day night



Dialog:

(IK) HAHA uh wha?

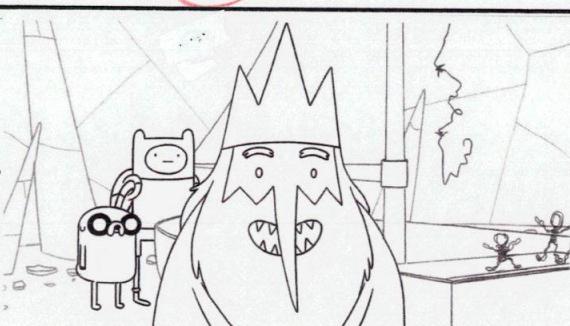
(P) YEAH... UH...

Action:

(SP)

(AI)

Timing:



(DANCING)

A,A,A,A,A,A,A,

DEC 02 2011



Production :

EPISODE # 1034-242

1034 / 242

1034/242

# ADVENTURE TIME



Page 99

Sc. 57 cont Pnl. B

Bg.

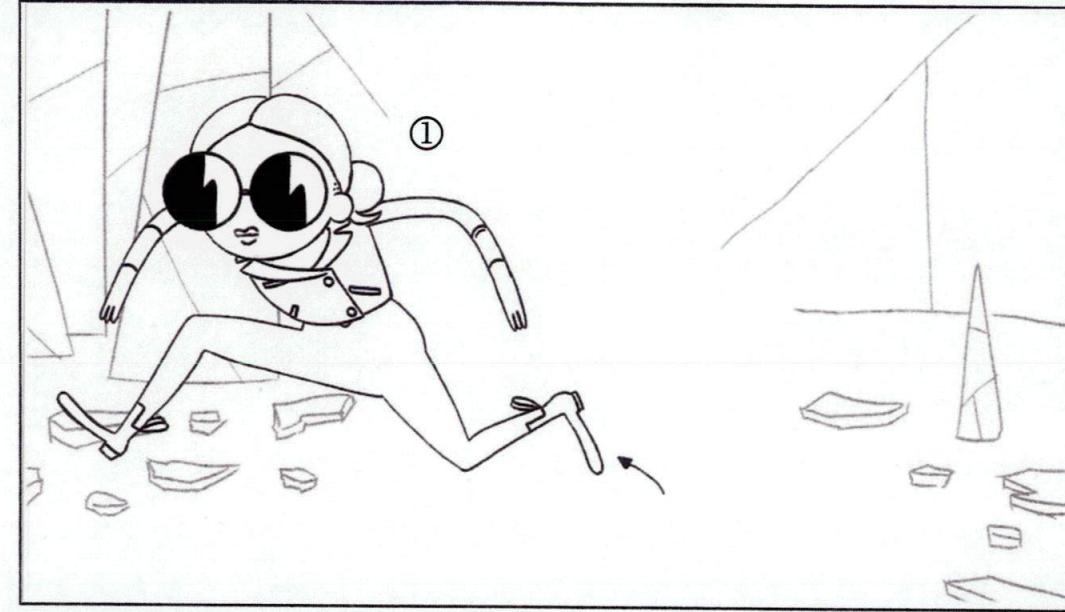
day night



Sc. 57 cont Pnl. C

Bg.

day night



Dialog:

(P) HEY!

Action:

- P. BOUNDS.

~~HULL~~

②

OS

DEC 02 2015

Timing:

EPISODE #

1034-242

Production :

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



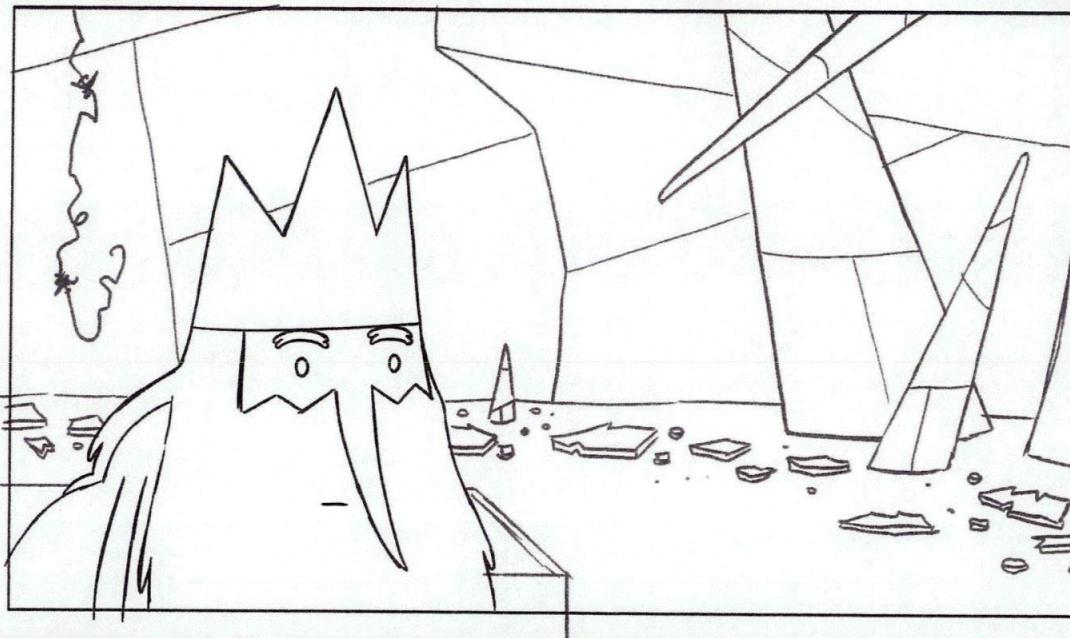
Page 100

Sc. 58

Pnl. A

Bg.

day night

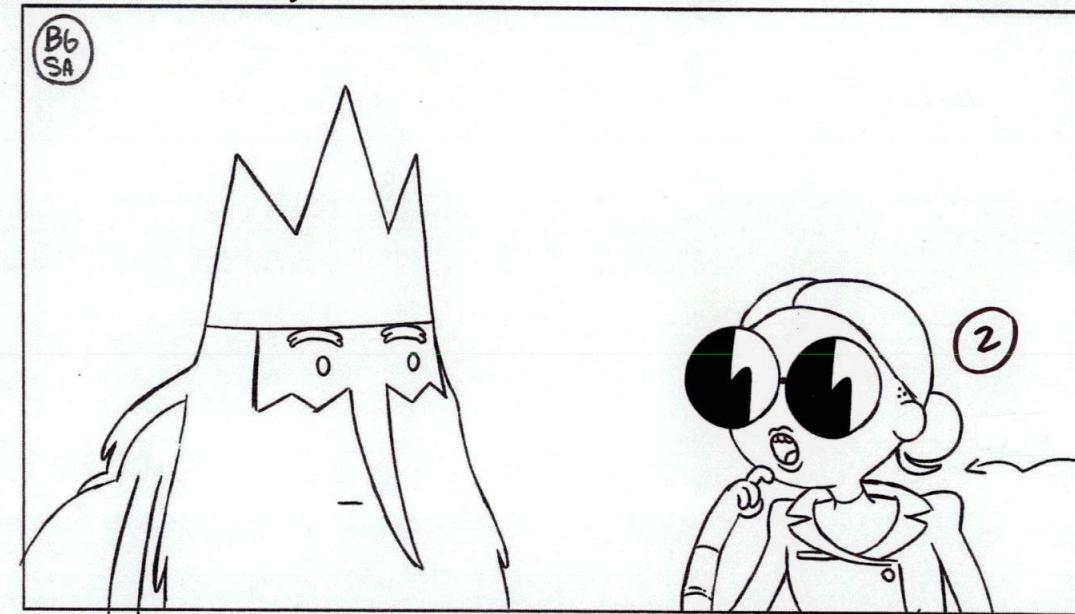


Sc. 58 cont

Pnl. B

Bg.

day night



Dialog:

(P) THIS MIGHT BE A WEIRD QUESTION...

Action:

- P. WALKS ON/S.

DEC 02 2015

Timing:



Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

\* 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 101

Sc. 58 cont Pnl. C

Bg.

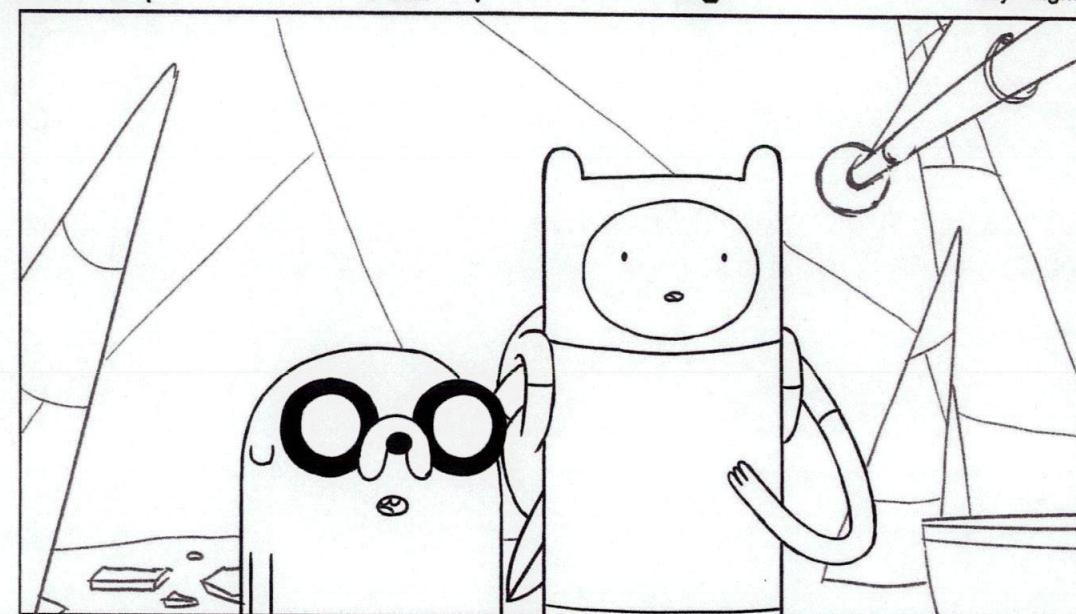
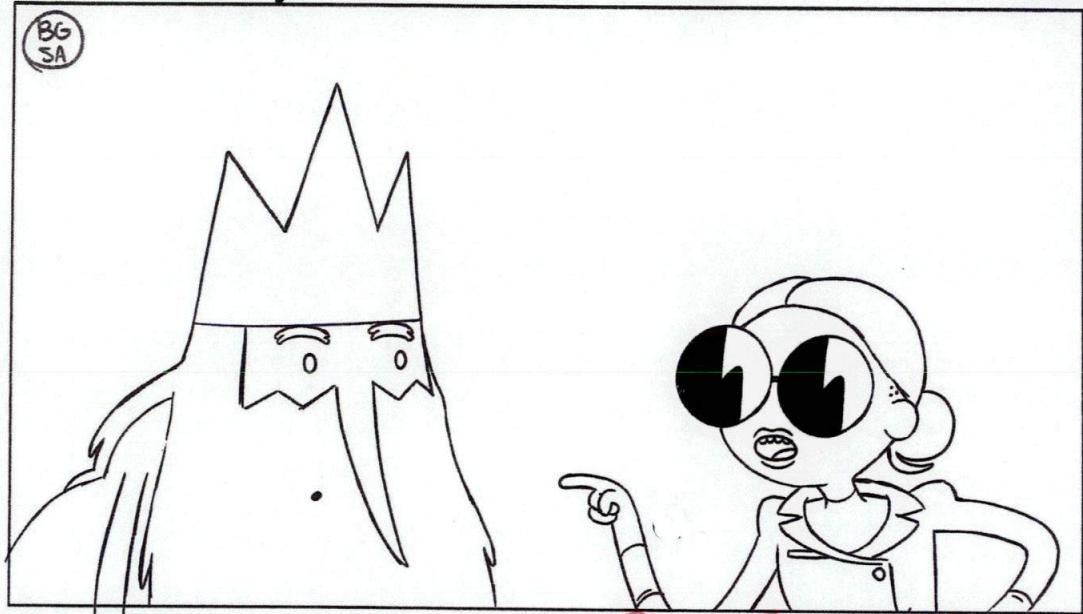
day night

Sc. 59

Pnl. A

Bg.

day night

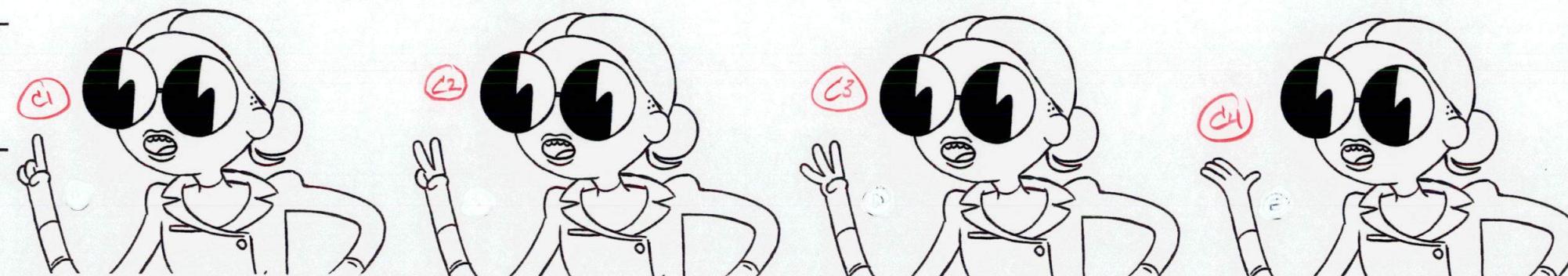


Dialog:

(IK) ... BUT DO YOU KNOW WHERE THE SLIME, CANDY, AND FIRE  
DUDES ARE?  
(C4)

DEC 02 2015

Action:



Timing:

Production :

1034-242

EPIISODE #

1034/242

1034/242

1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 102

Sc. 59 cont Pnl. B

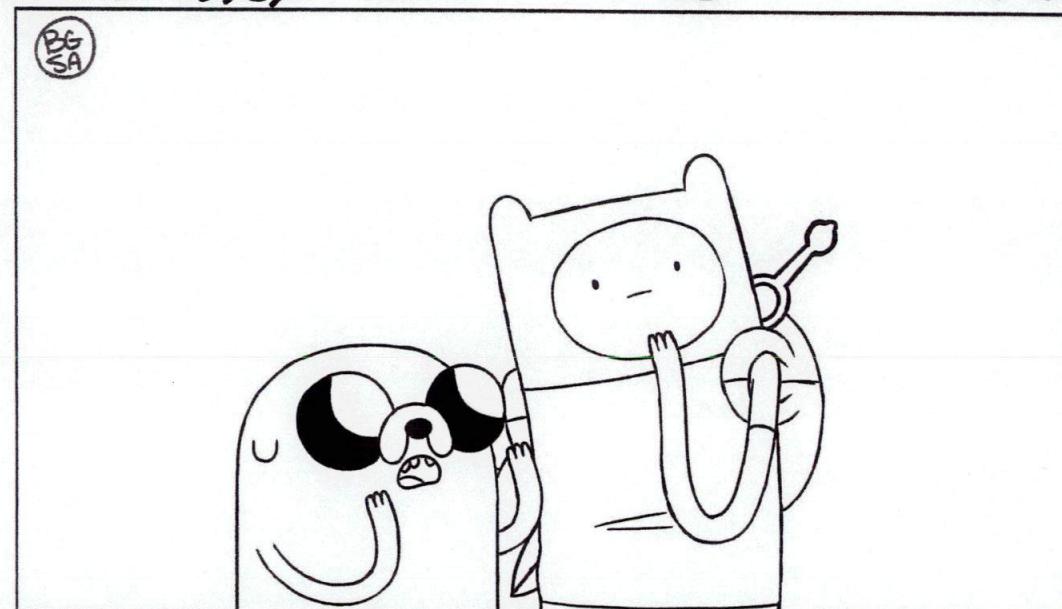
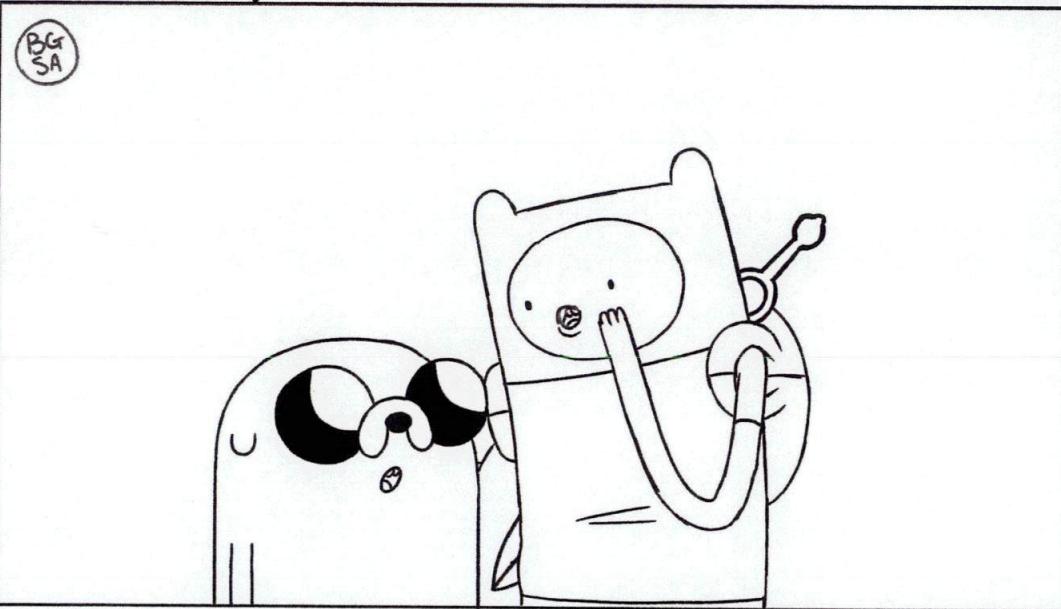
Bg.

day night

Sc. 59 cont Pnl. C

Bg.

day night



Dialog:

(F) (WHISPER) SHE'S TALKING ABOUT THE PRINCESSES...

(J) (WHISPER) I'M STARTING TO GET A WEIRD FEELING...

Action:

DEC 02 2015

Timing:

Production :

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 103

Sc. 59 cont Pnl. D

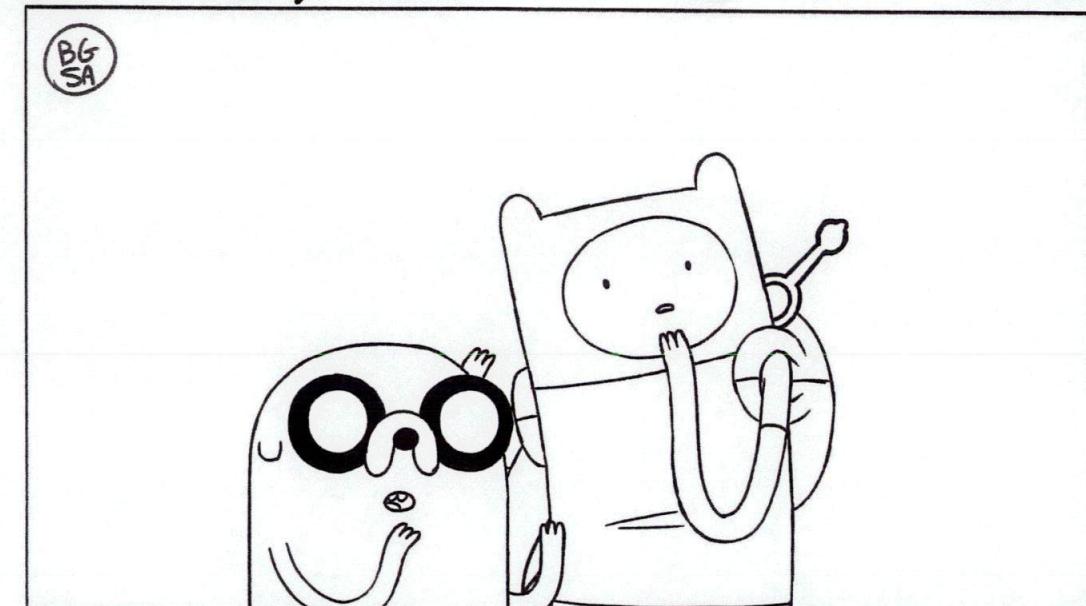
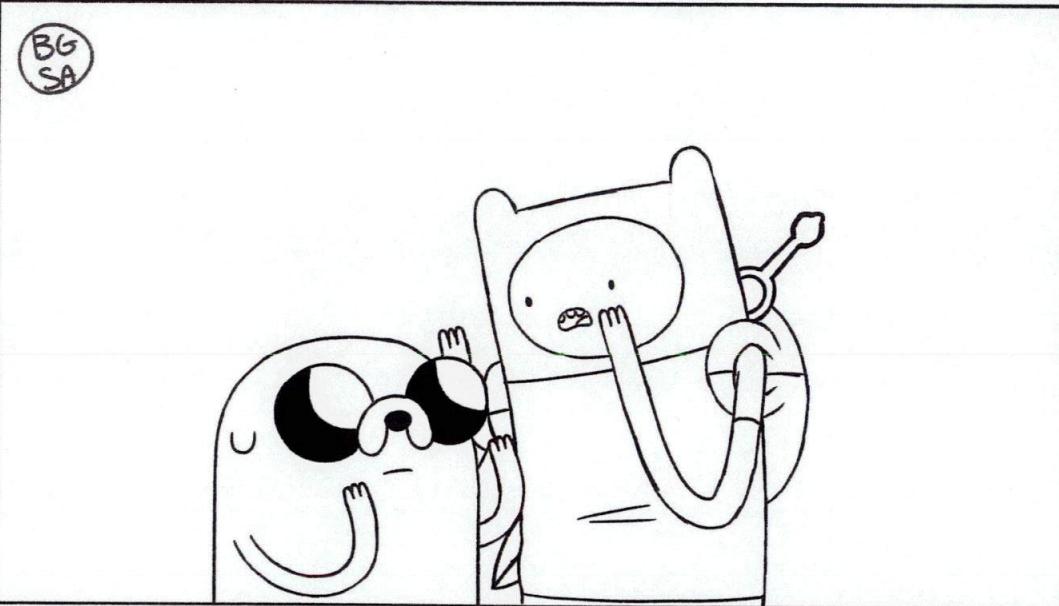
Bg.

day night

Sc. 59 cont Pnl. E

Bg.

day night



Dialog:

(F) (WHISPER) Yea, LET'S NOT TELL HER --

(IK) (O.S.) OHHH! YOU MUST MEAN...

Action:

DEC 02 2015

Timing:

Production :

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



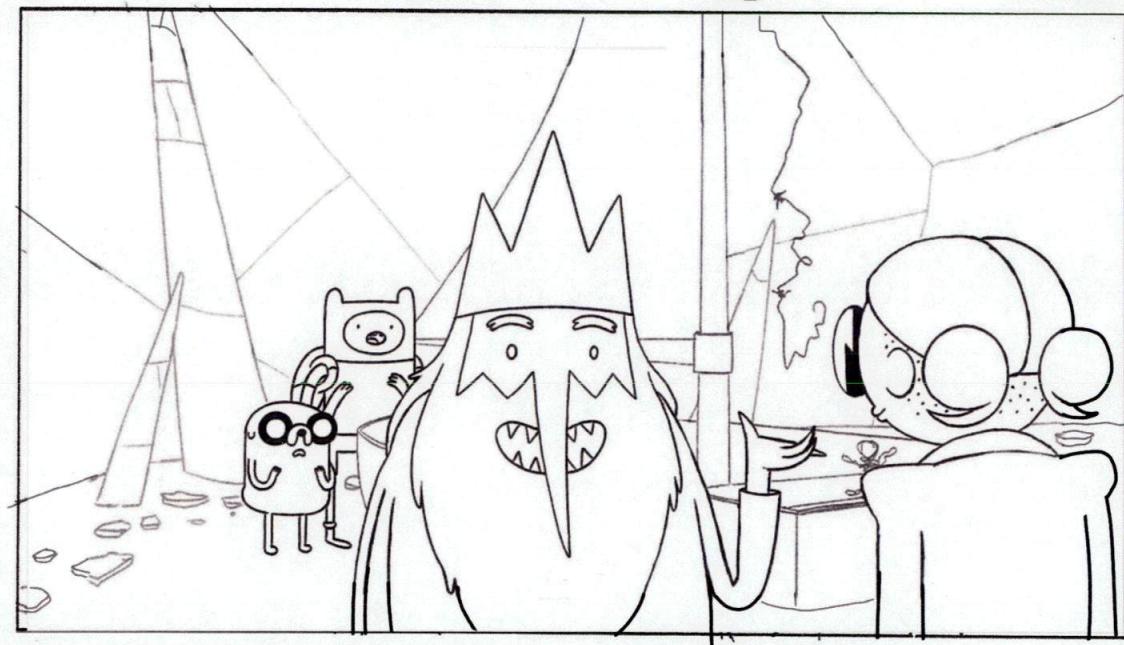
Page 104

Sc. 60

Pnl. A

Bg.

day night

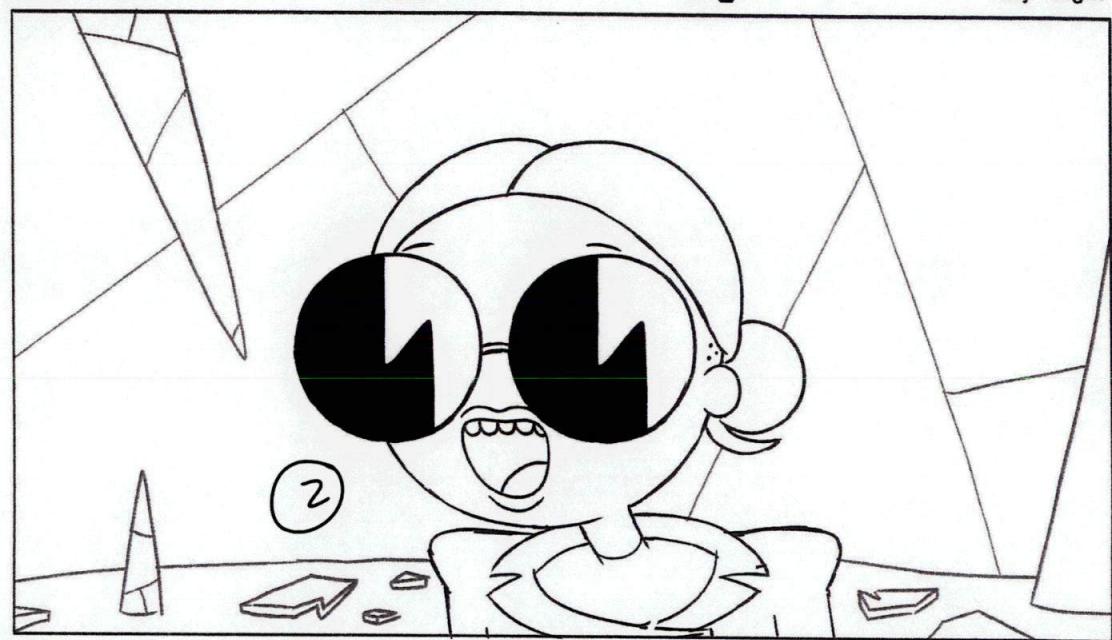


Sc. 61

Pnl. A

Bg.

day night

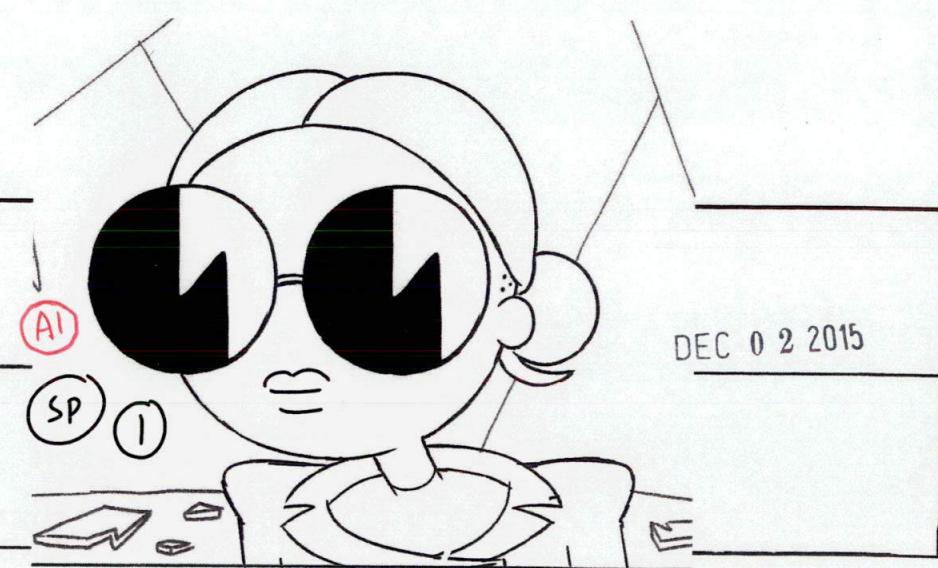


Dialog:

(IK) ... SLIME PRINCESS, PRINCESS BUBBLEGUM,  
AND FLAME PRINCESS!

Action:

Timing:



Production :

1034-242

EPISODE #

1034 / 242

# ADVENTURE TIME



Page 105

Sc. 61 cont

Pnl. B

Bg.

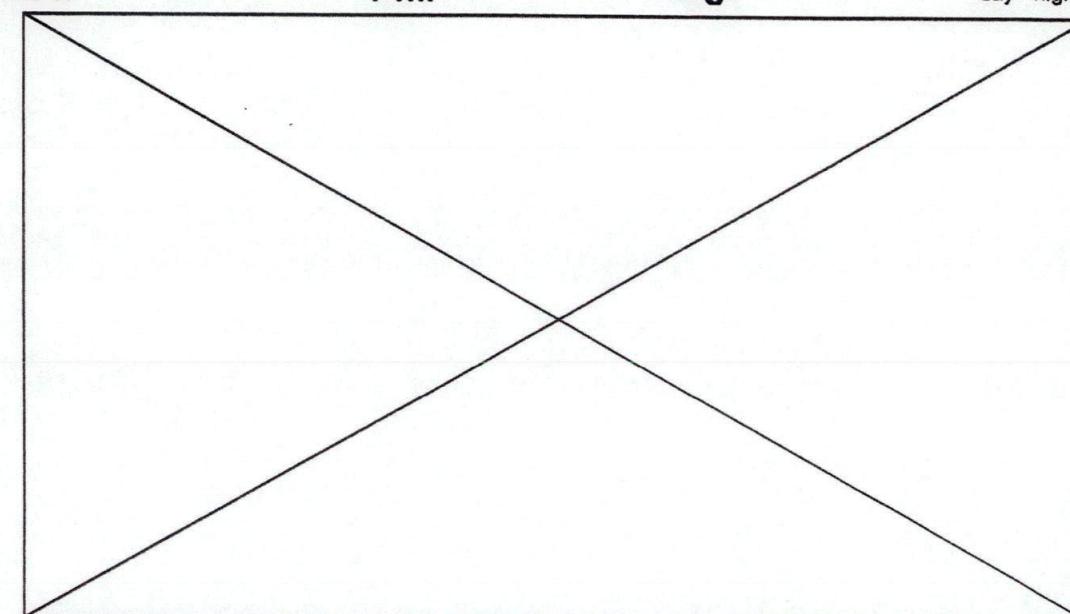
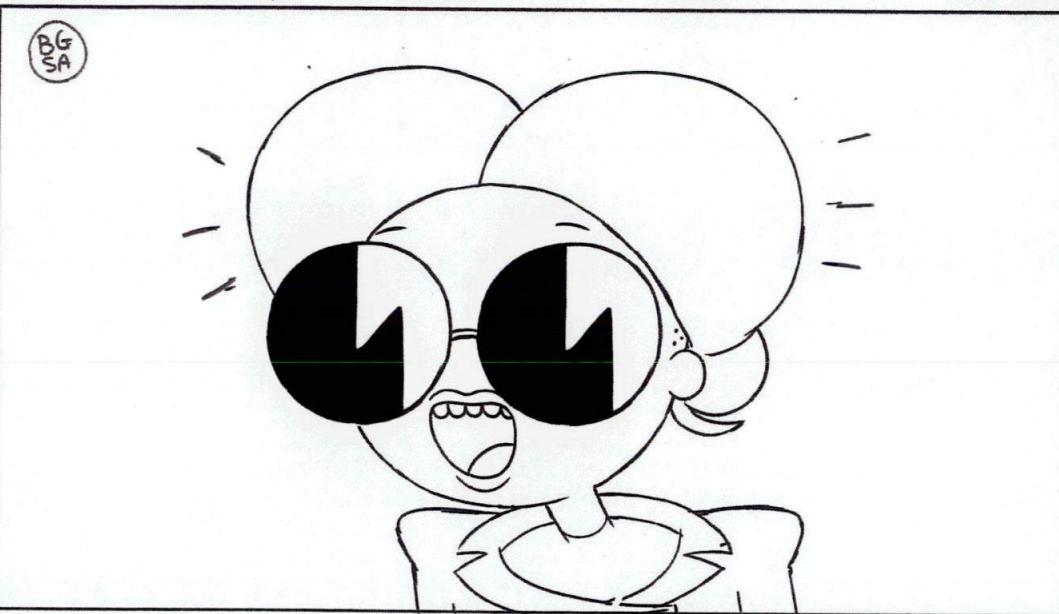
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SFX) FOOOMP!

(P) PRINCESSES?

Action:

(HAIR PUFFS OUT IN EXCITEMENT)

DEC 02 2015

Timing:

Production :

1034-242

EPISODE #

1034/242

1034/242

# ADVENTURE TIME

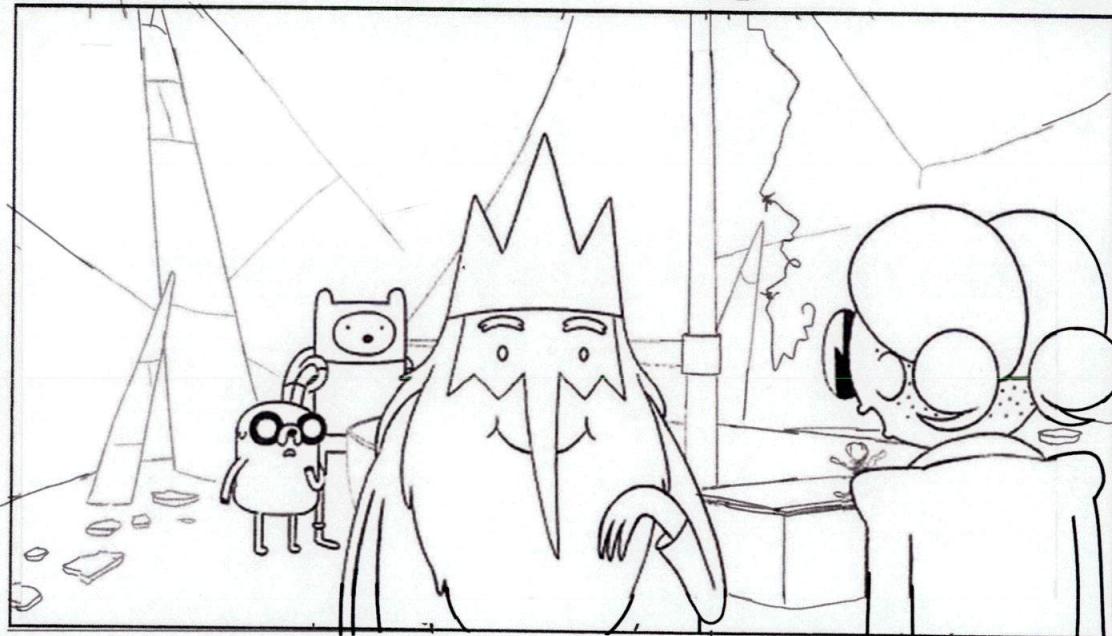


Sc. 62

Pnl. A

Bg.

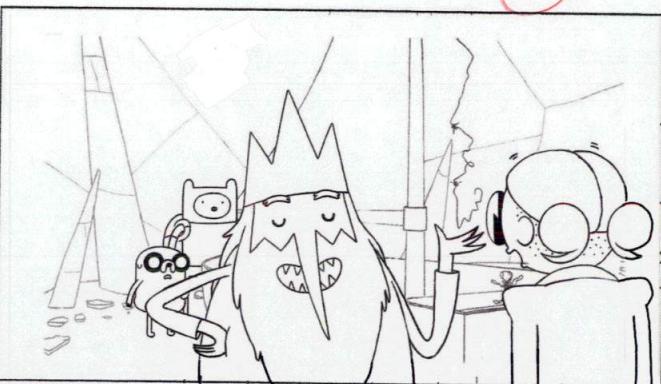
day night



Dialog:

(IK) YEAH I KNOW 'EM... WERE LIKE THIS...

Action:

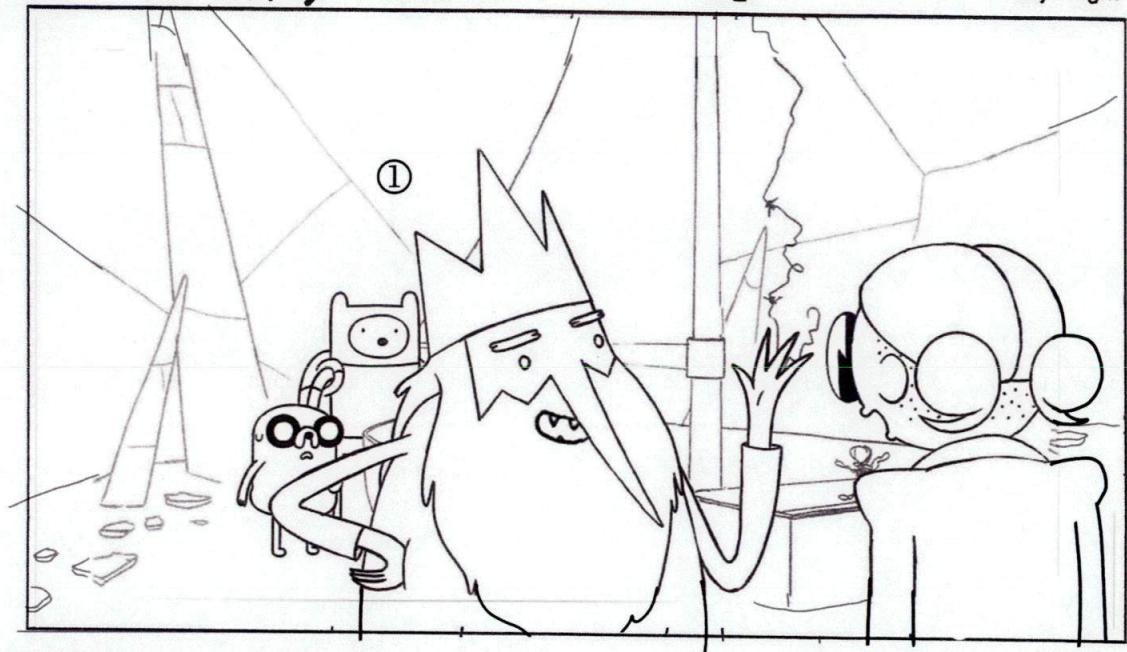


Timing:

Sc. 62 cont Pnl. B

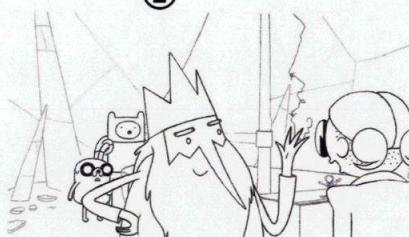
Bg.

day night



② (I.K. GOES TO CROSS FINGERS)

DEC 02 2015



Production :

EPISODE # 1034 / 242

1034 / 242

# ADVENTURE TIME



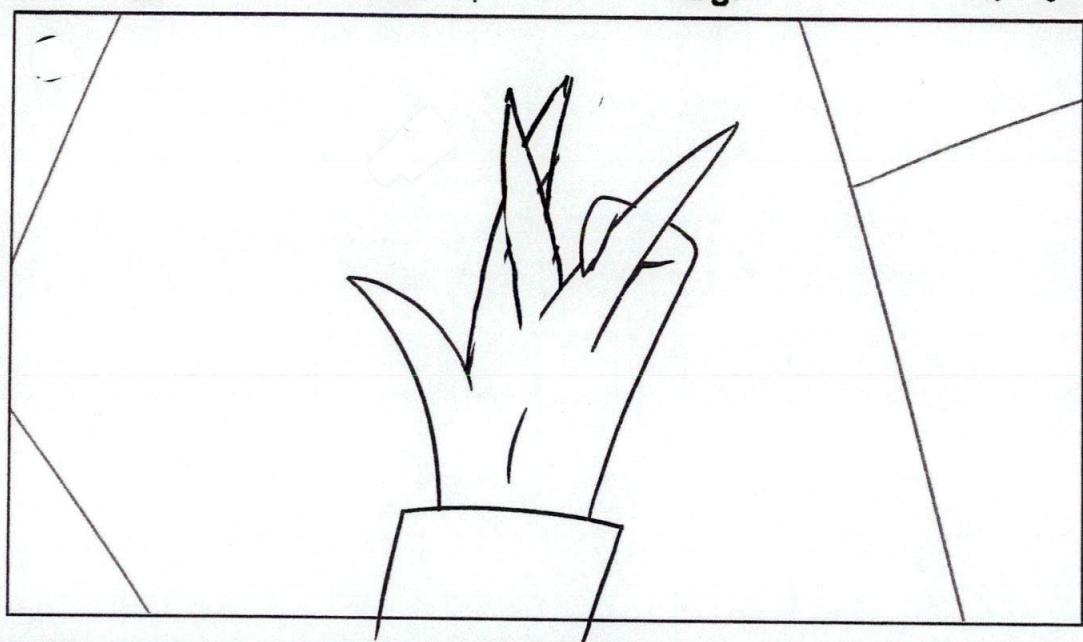
Page 107

Sc. 63

Pnl. A

Bg.

day night

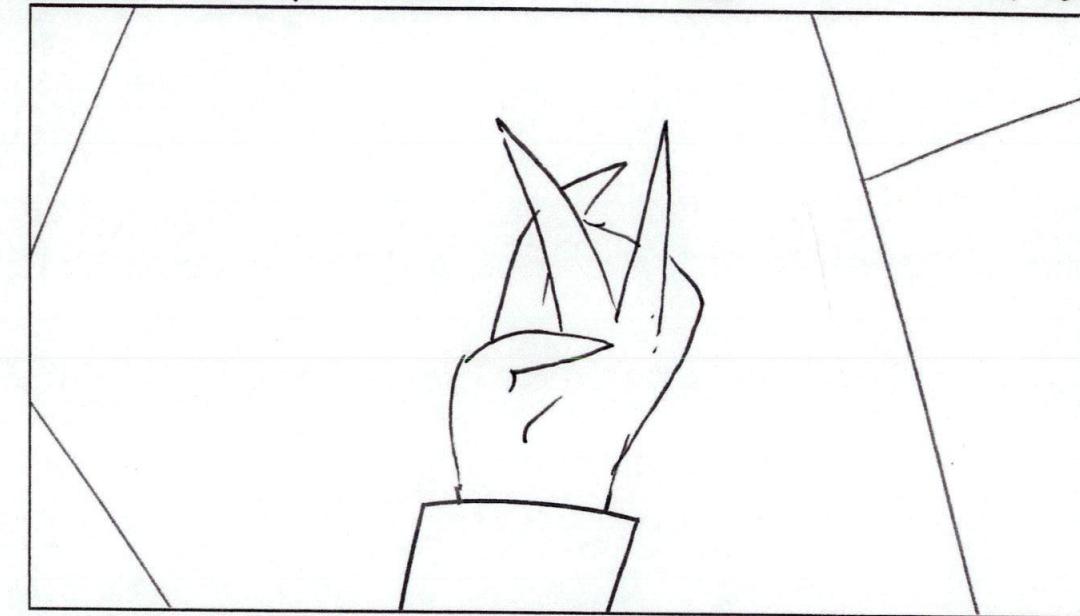


Sc. 63 cont

Pnl. B

Bg.

day night



1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

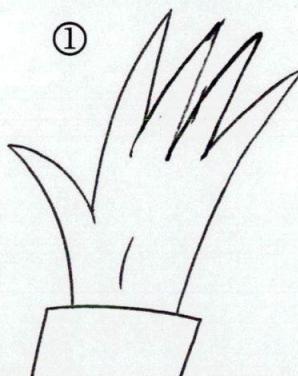
Dialog:

(IK) HUNNN...  
(0/5)

(IK) HERRRRN  
(0/5)

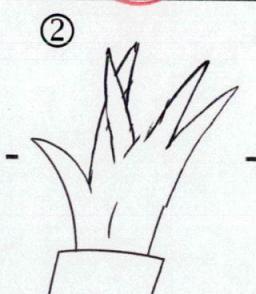
Action:

(A1)



Timing:

(A2)



- IK ATTEMPTS TO AWKWARDLY  
CROSS ALL HIS FINGERS.

DEC 02 2015

Production :

EPISODE #

1034-242

1034/242

1034/242

# ADVENTURE TIME



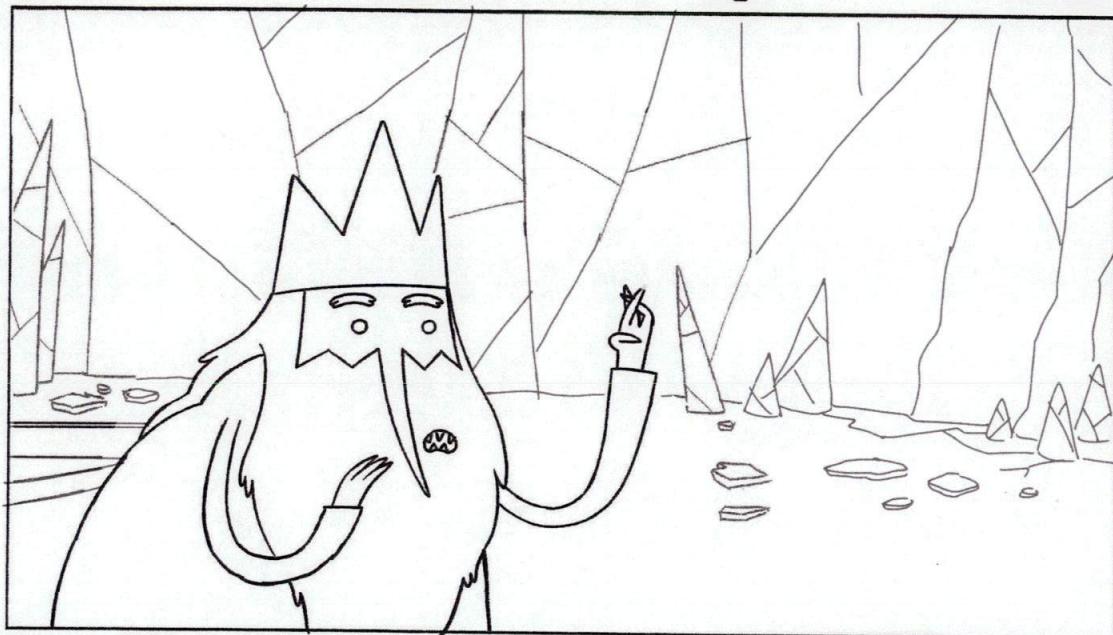
Page 108

Sc. 64

Pnl. A

Bg.

day night

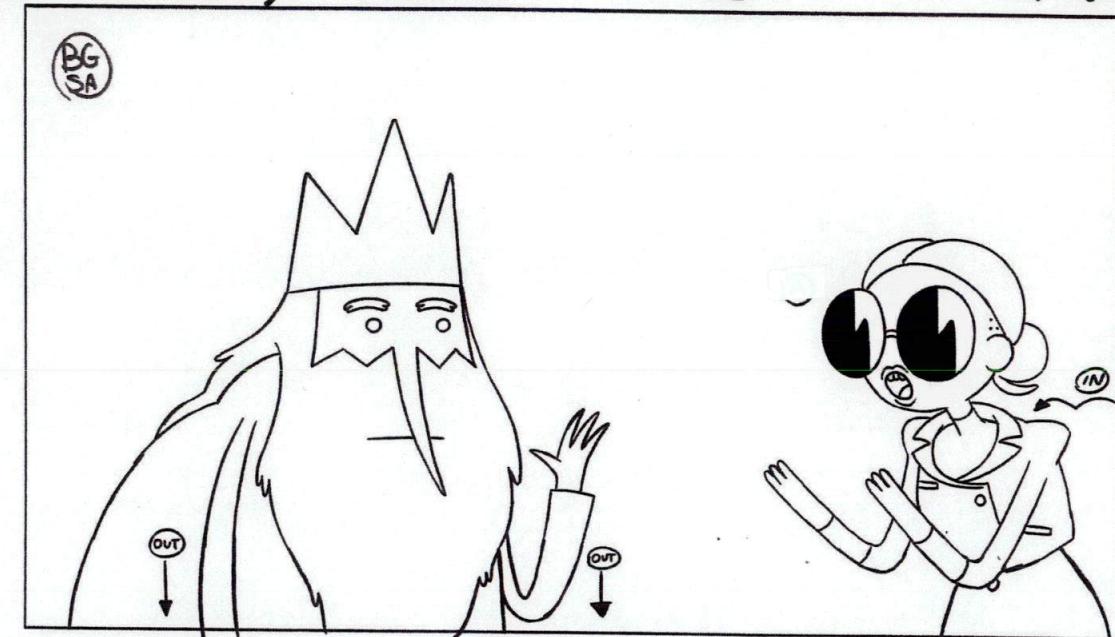


Sc. 64 cont

Pnl. B

Bg.

day night



Dialog:

(IK) OH... UH...

(P) THAT IS SO FUN. (B1)  
(B) OKAY NOW, THIS NEXT REQUEST MAY  
SOUND SUPER SKETCH ...

Action:

- P. ENTERS SCREEN.

DEC 02 2015

Timing:



Production :

EPISODE # 1034-242

1034/242

# ADVENTURE TIME

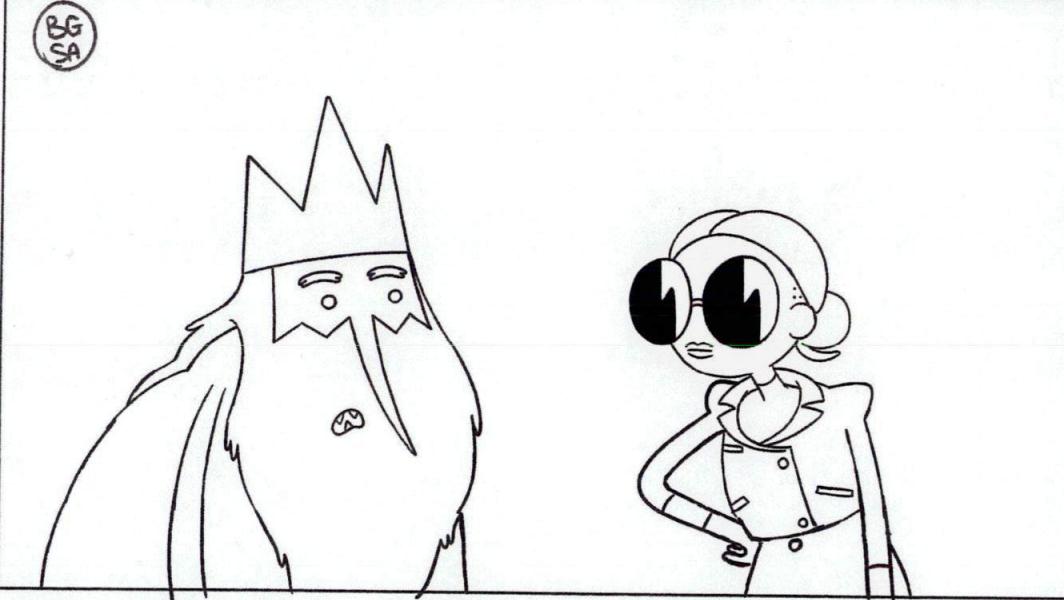


Sc. 64 cont Pnl. C

Bg.

day night

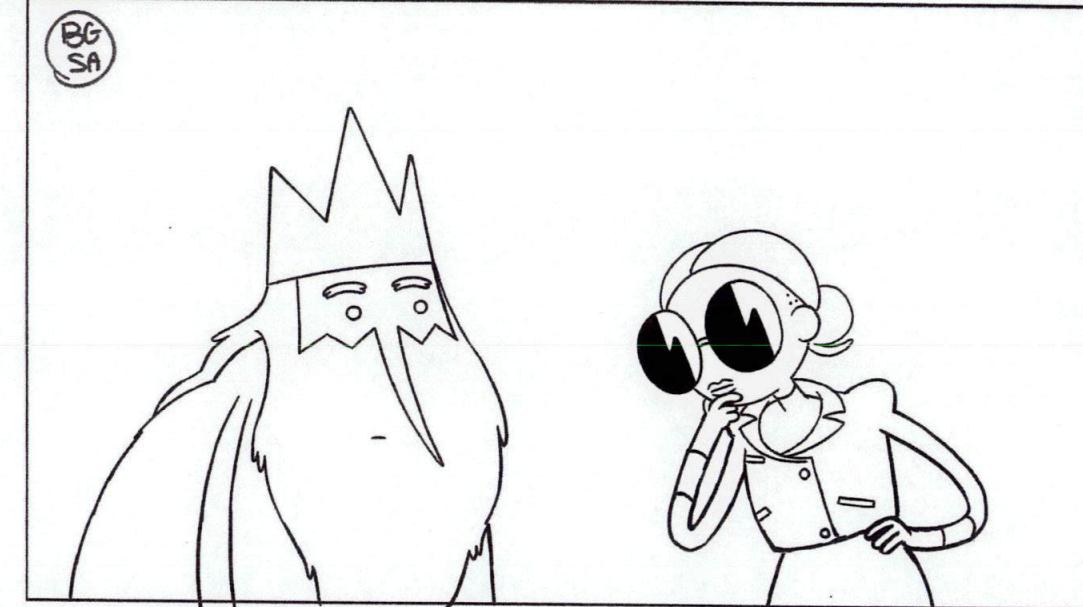
Page 109



Sc. 64 cont Pnl. D

Bg.

day night



Dialog:

(IK) OKAY...

Action:

(PATIENCE THINKS)

Timing:

DEC 02 2015

Production :

EPISODE #

1034-242

1034 / 242

1034/242

© 2011 This material is the property of The Cartoon Network Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 110

Sc. 64 cont Pnl. E

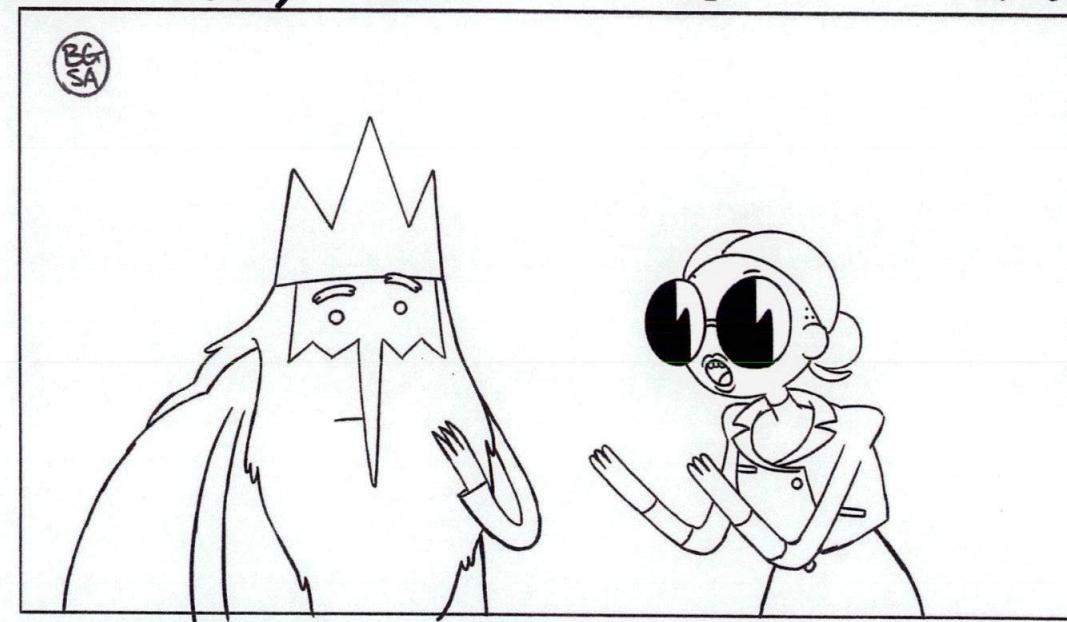
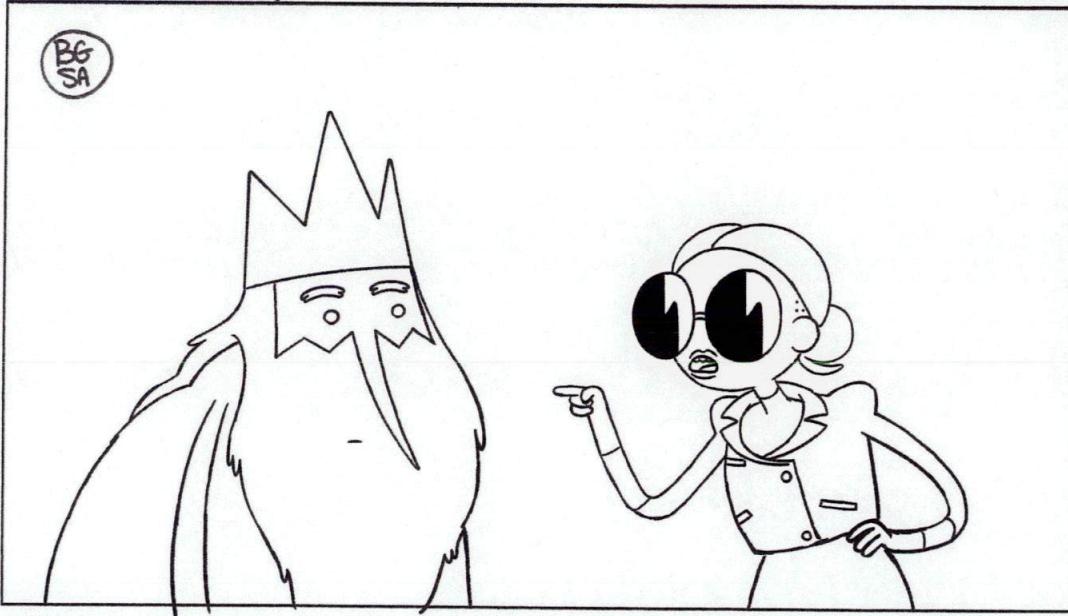
Bg.

day night

Sc. 64 cont Pnl. F

Bg.

day night



Dialog:

(P) I NEED YOU TO ROUND THEM UP AND BRING  
EM BACK HERE

(P) LIKE EVEN IF THEY DON'T WANNA COME.  
YOU THINK YOU COULD DO THAT?

Action:

DEC 02 2015

Timing:

Production :

1034/242

# ADVENTURE TIME



Page 111

Sc. 64 cont Pnl. G

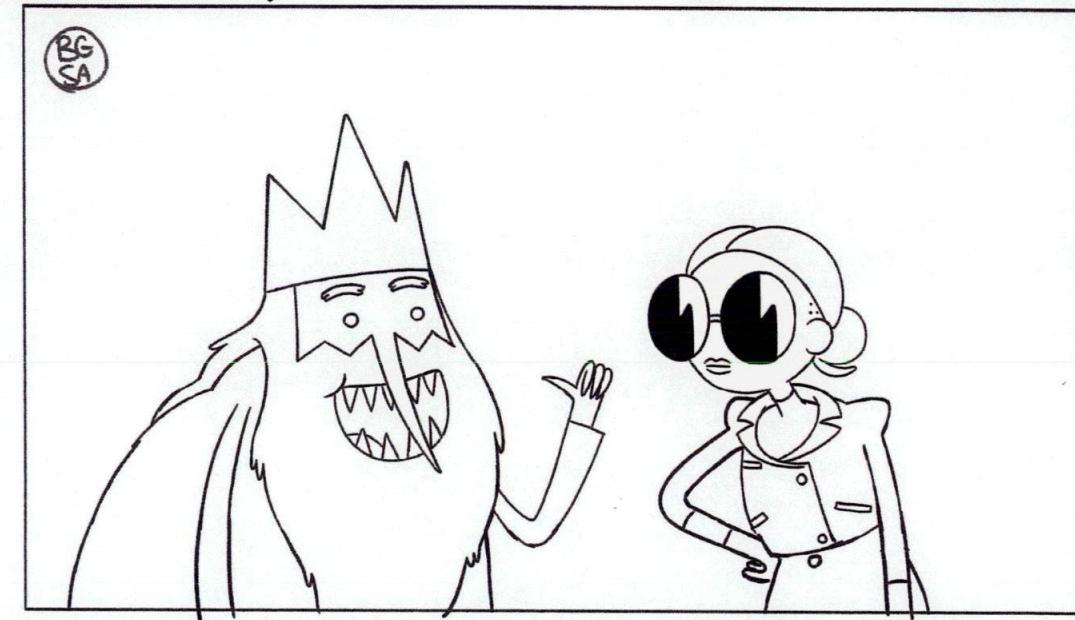
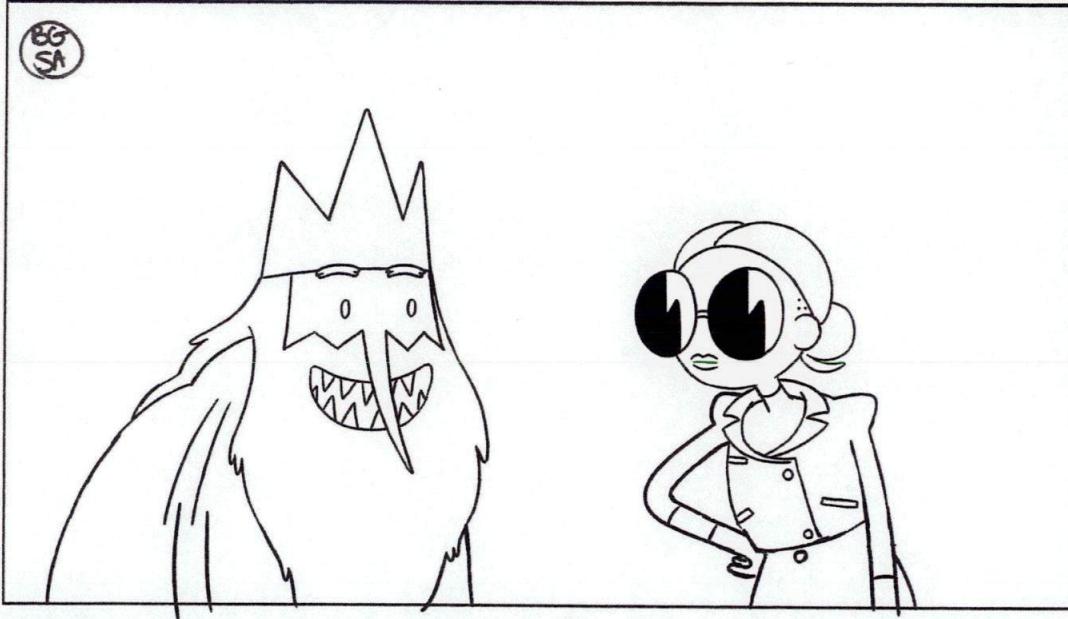
Bg.

day night

Sc. 64 cont Pnl. H

Bg.

day night



Dialog:

IK ARE YOU KIDDING?

IK THAT'S IN MY WHEEL HOUSE!

Action:

DEC 02 2015

Timing:

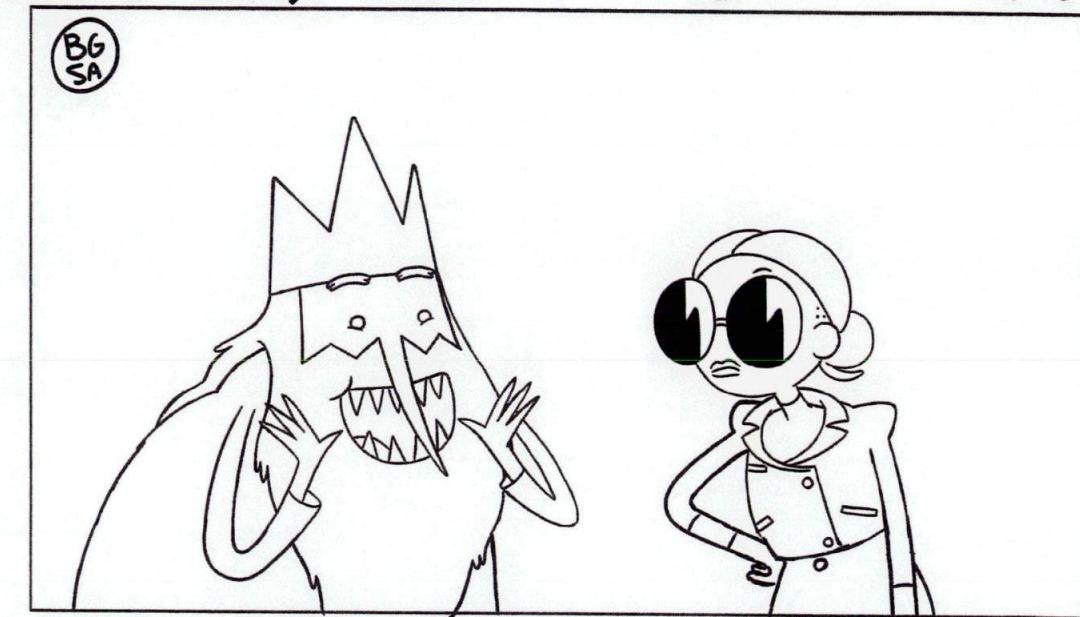
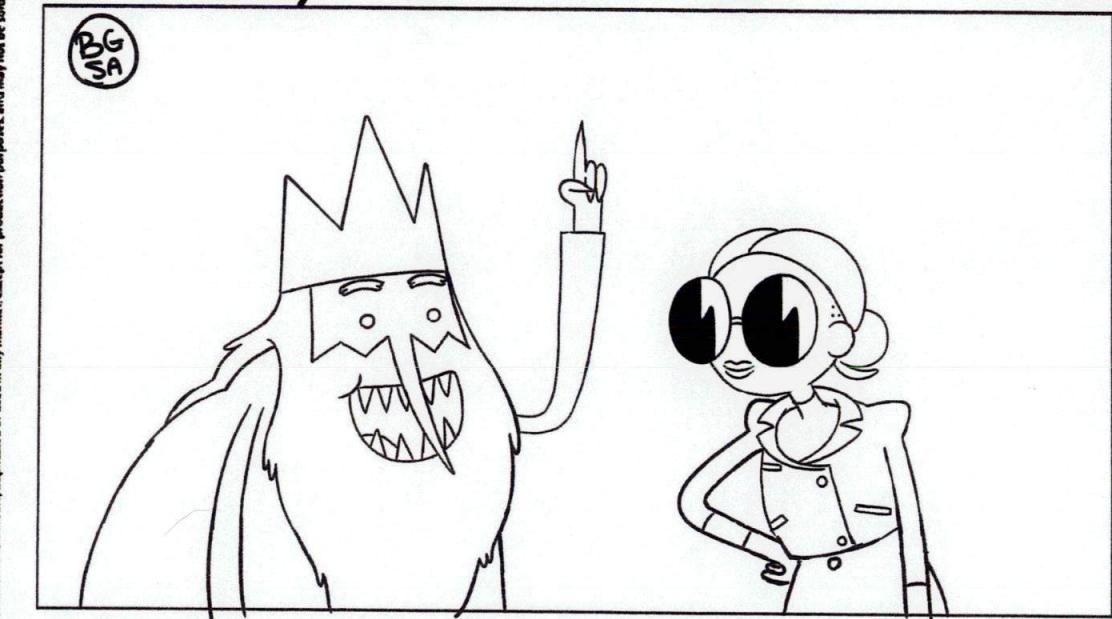
Production :

# ADVENTURE TIME



Page 112

Sc. 64 cont Pnl. I Bg. day night Sc. 64 cont Pnl. J Bg. day night



1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

(IK) RIGHT UP MY ALLEY!

(IK) CLASSIC ICE KING!

Action:

DEC 02 2015

Timing:

Production :

EPISODE # 1034/242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 113

Sc. 64 cont Pnl. K

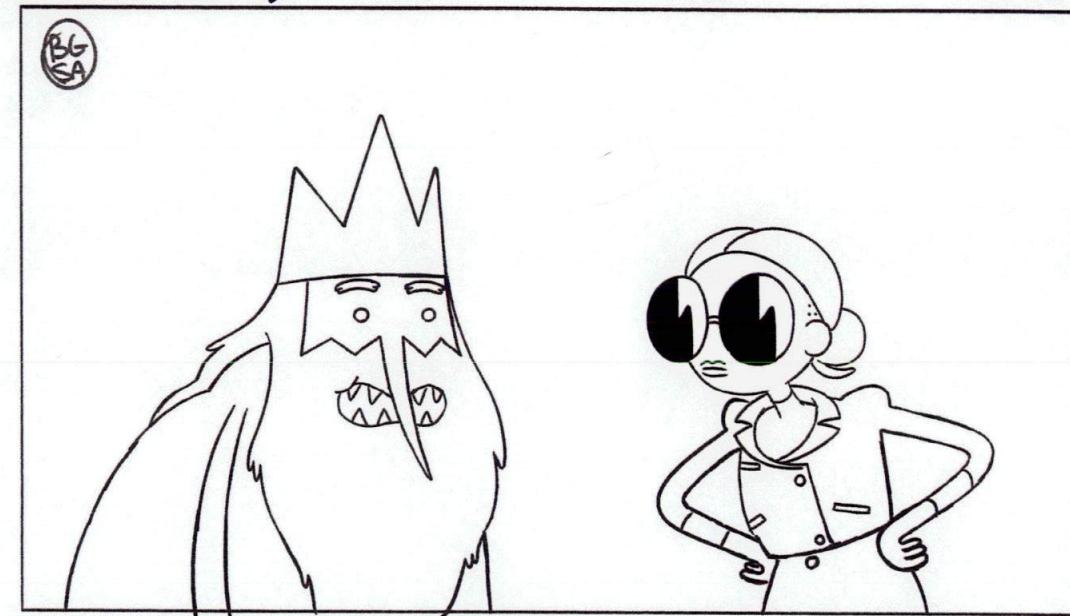
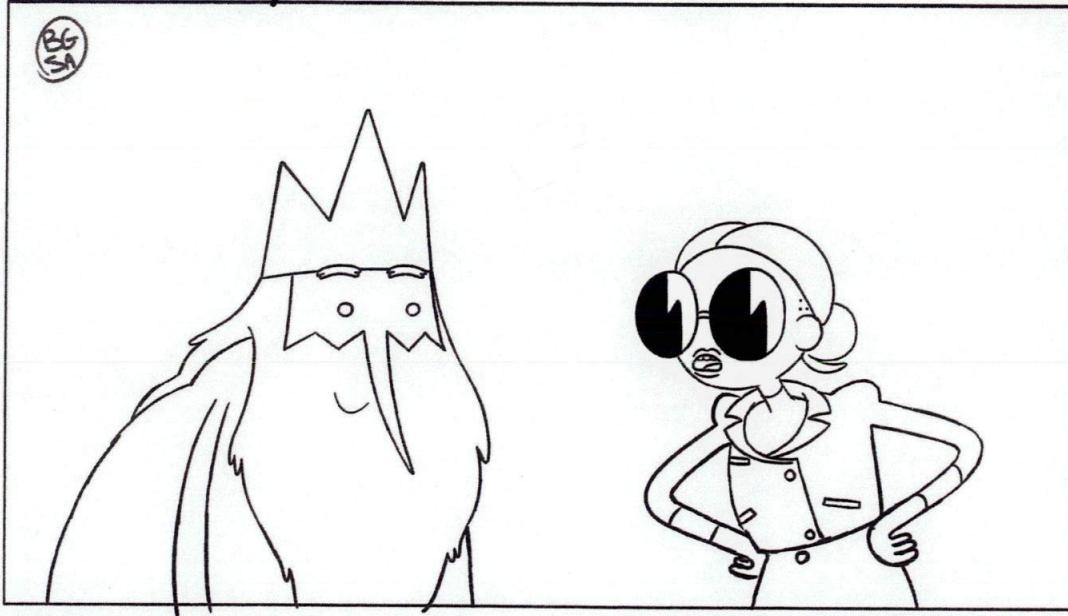
Bg.

day night

Sc. 64 cont Pnl. L

Bg.

day night



Dialog:

(P) SO WAIT... IS IT IN YOUR WHEELHOUSE OR UP YOUR ALLEY?

(IK) CLASSIC ICE KING.

Action:

Timing:

DEC 02 2015

Production :

1034-242

EPISODE #

1034/242

1034/242

# ADVENTURE TIME

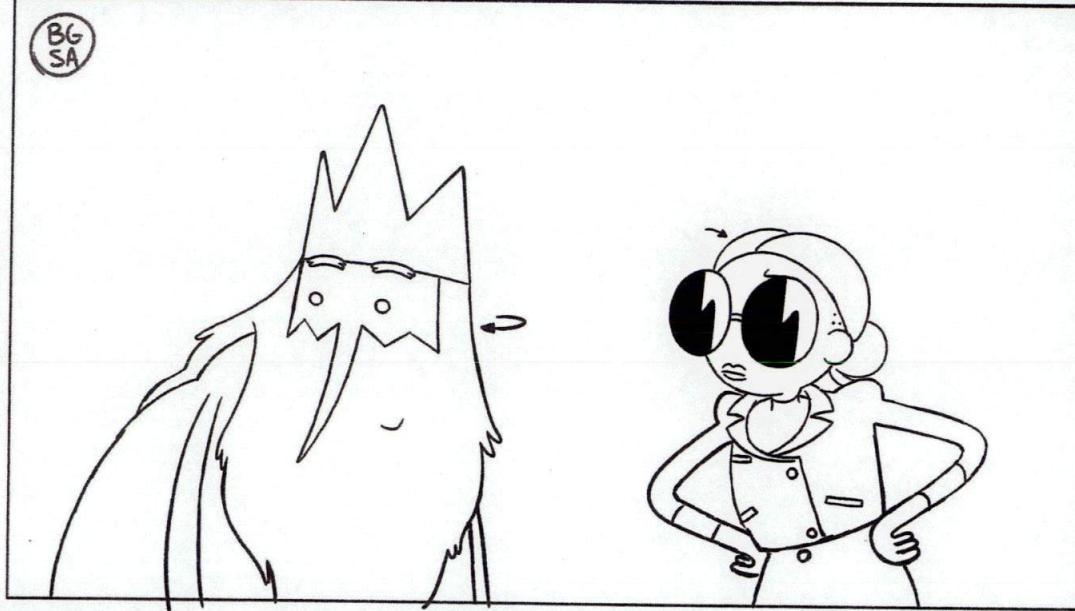


©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 64 cont Pnl. M

Bg.

day night



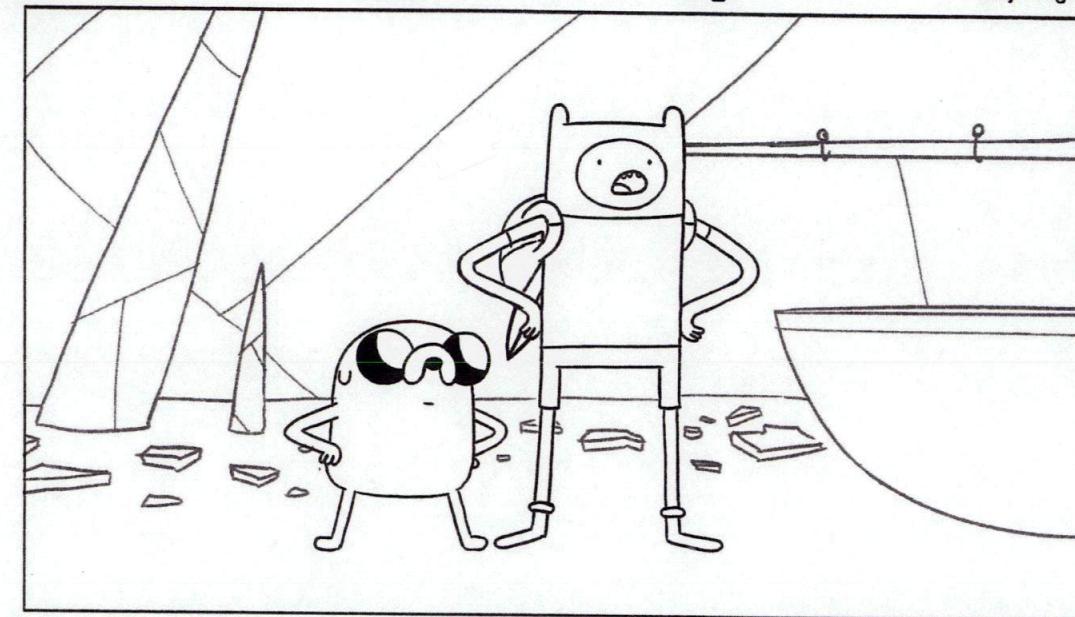
Sc. 65

Pnl. A

Bg.

Page 114

day night

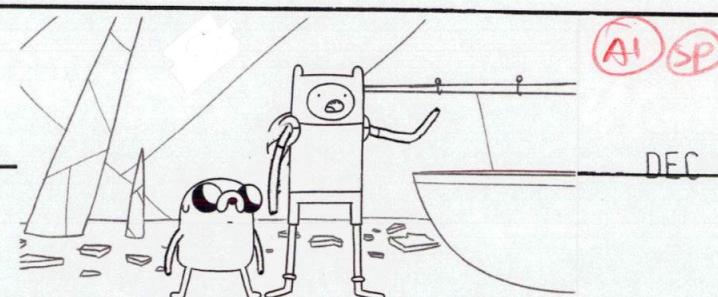


Dialog:

F (O.S.) HOLD ON A MINUTE!

F YOU CAN'T MAKE SIMON START KIDNAPPING  
PRINCESSES AGAIN!

Action:



Timing:

Production :

EPISODE # 1034-242

1034/242

1034, 242

# ADVENTURE TIME



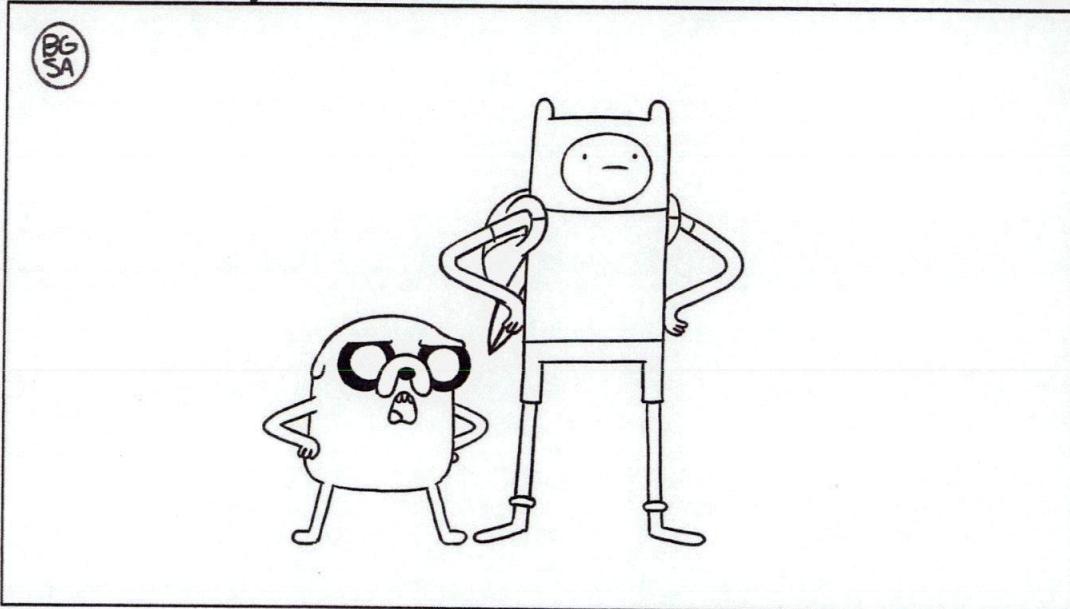
Page 115

Sc. 65 cont

Pnl. B

Bg.

day night

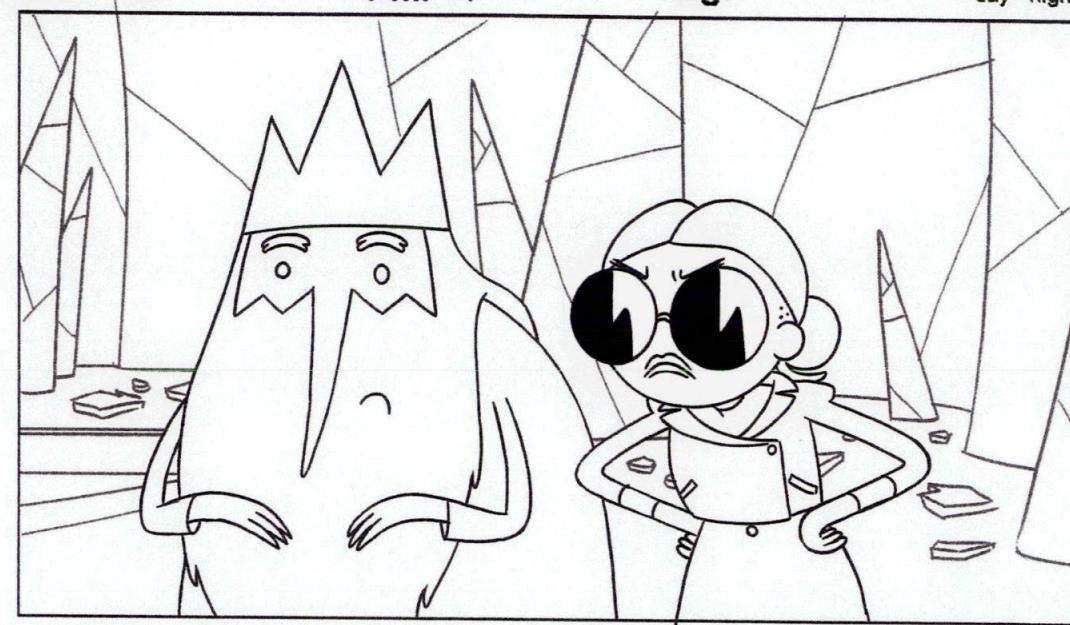


Sc. 66

Pnl. A

Bg.

day night



Dialog:

(J) YEAH HE'S SEMI-REFORMED!

Action:

(P) VISIBLY MAD

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034, 242

1034/242

\* 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 116

Sc. 66 cont

Pnl. B

Bg.

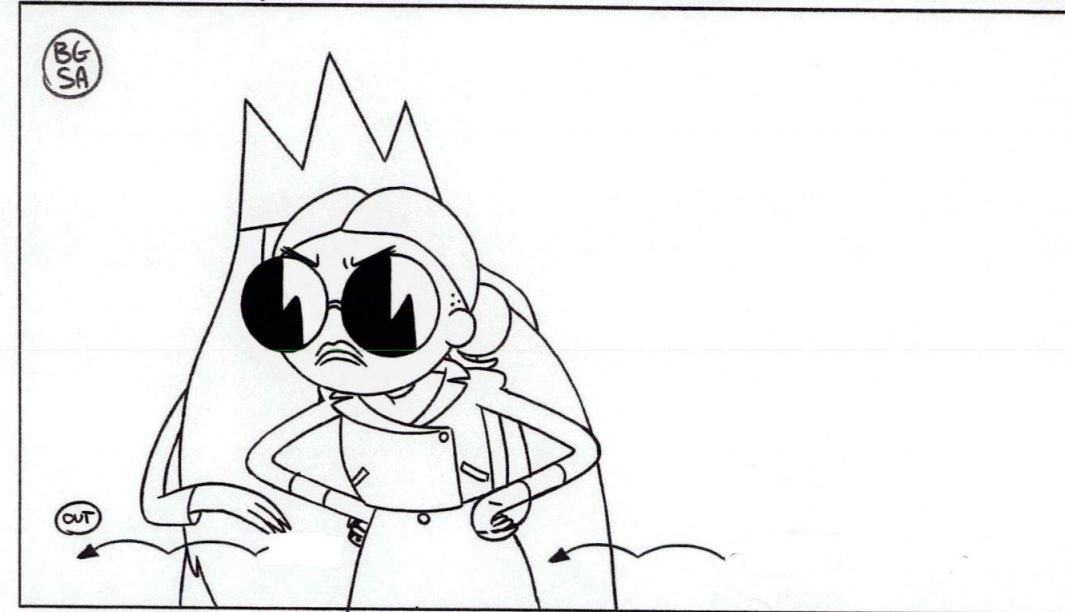
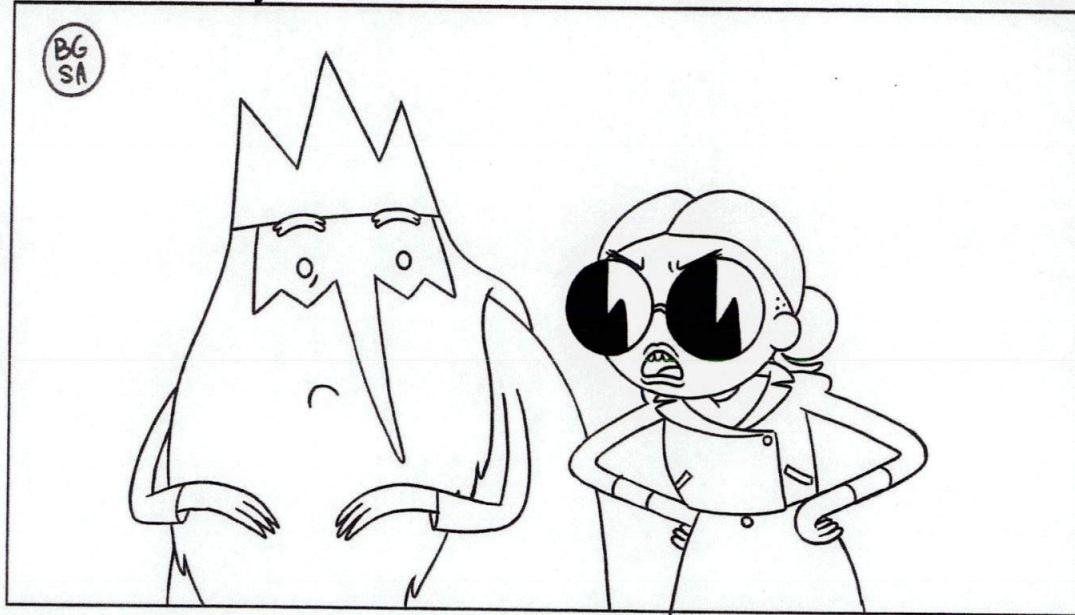
day night

Sc. 66 cont

Pnl. C

Bg.

day night



Dialog:

(P) EXCUSE ME FOR A SECOND, BOYFRIEND...

Action:

- P. MARCHES OFF/S

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

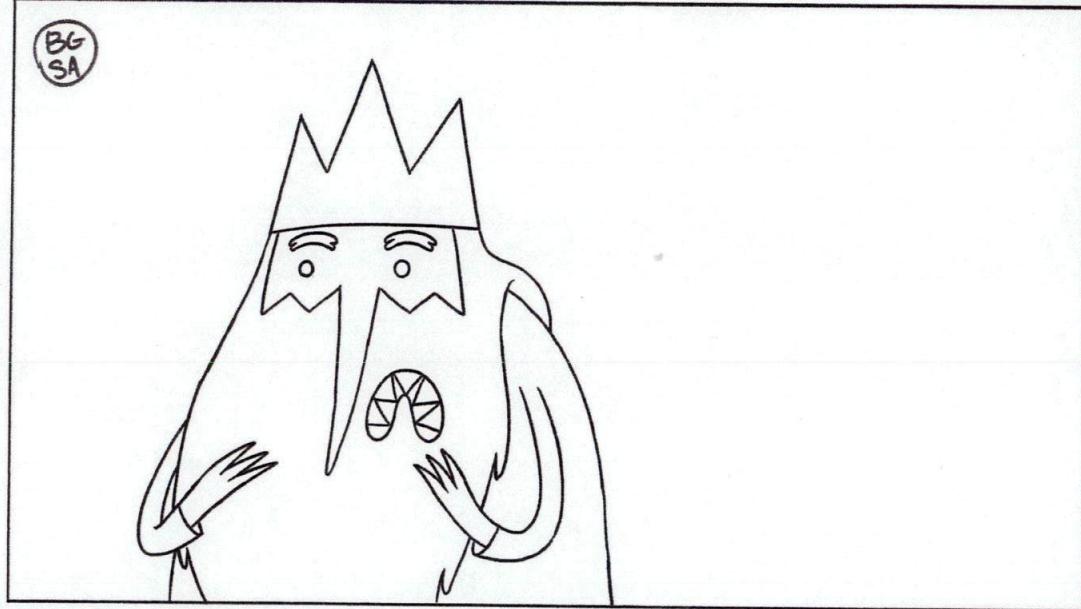


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 66 cont Pnl. D

Bg.

day night

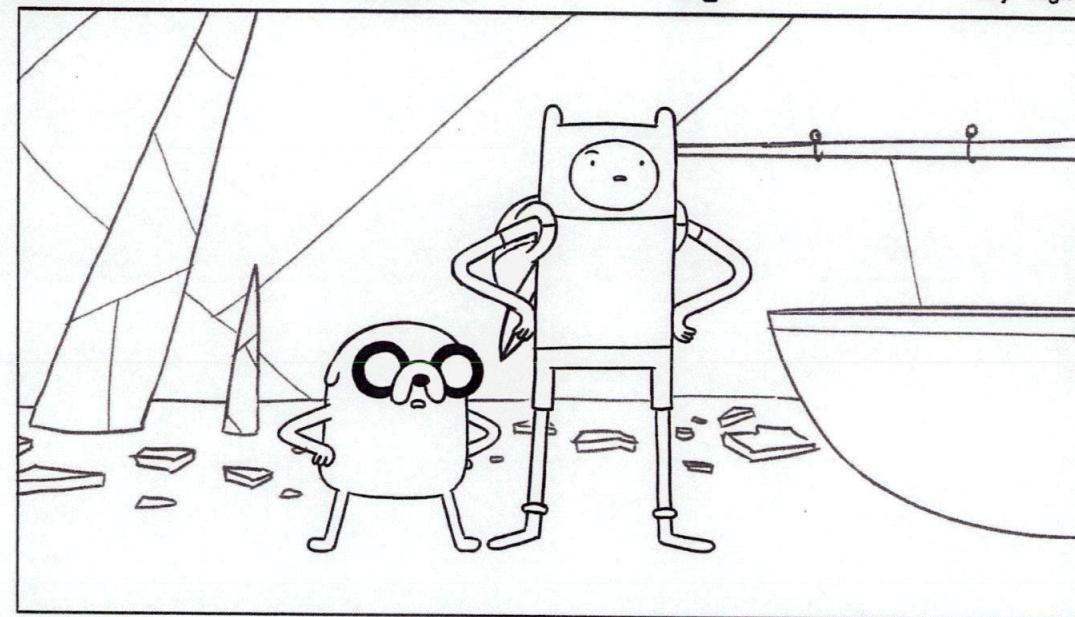


Sc. 67

Pnl. A

Bg.

day night



Page 117

1034/242

Dialog:

(IK) ULLL...

Action:

DEC 02 2013

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

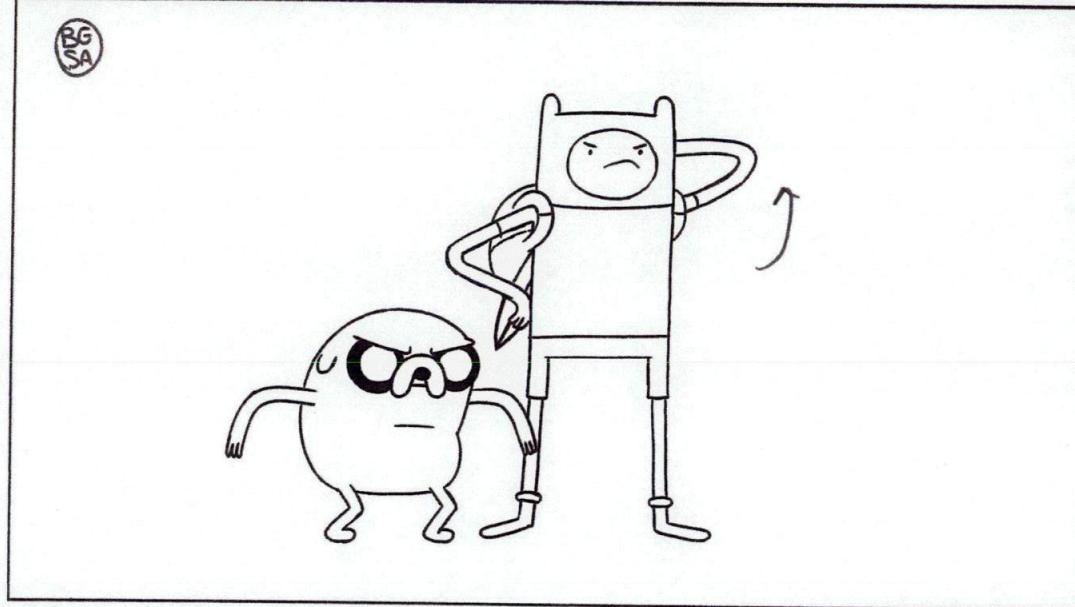
# ADVENTURE TIME



Sc. 67 cont Pnl. B

Bg.

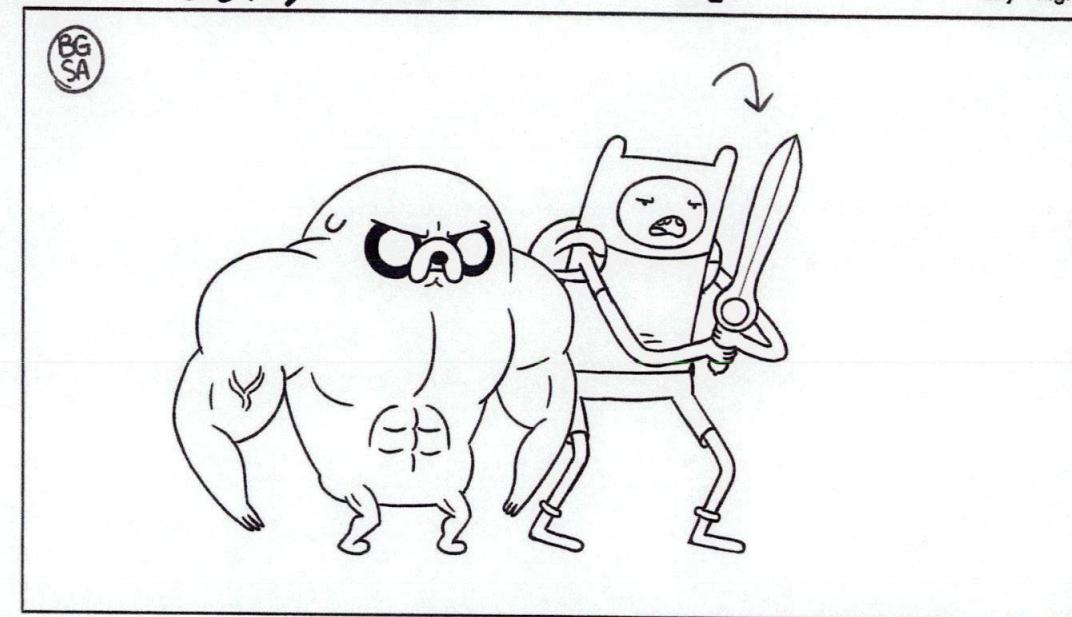
day night



Sc. 67 cont Pnl. C

Bg.

day night



Page 118

Dialog:

(F) OKAY JAKE, You--

SFX:  
SHING

Action:

-F. DRAWS SWORD.

-J. BULKS UP.

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

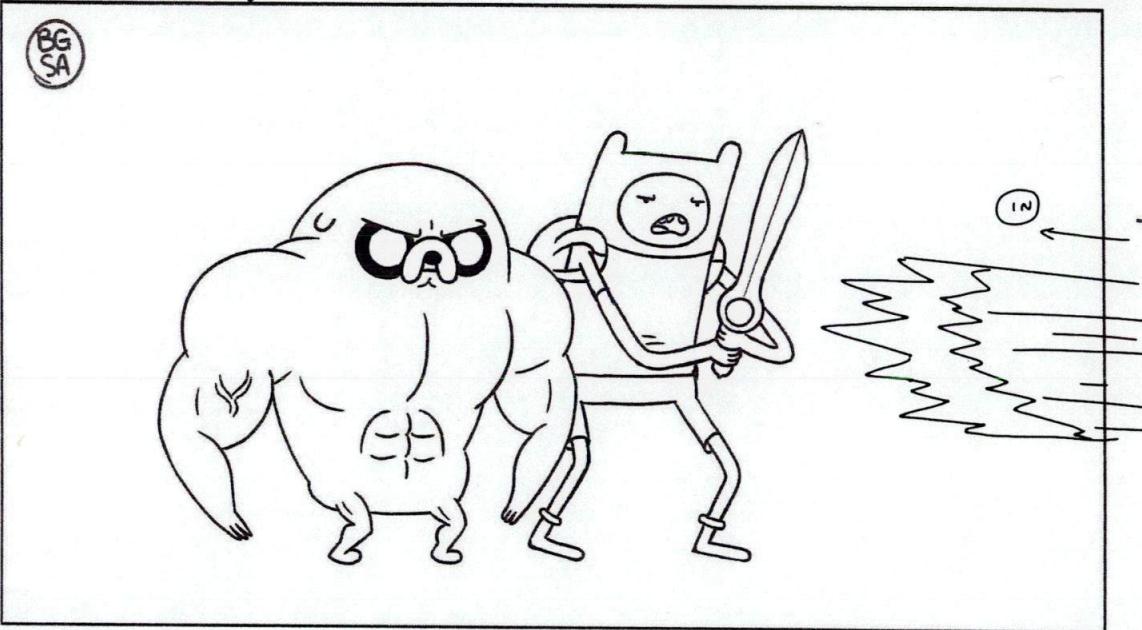


day night

Sc. 67 cont

Pnl. D

Bg.

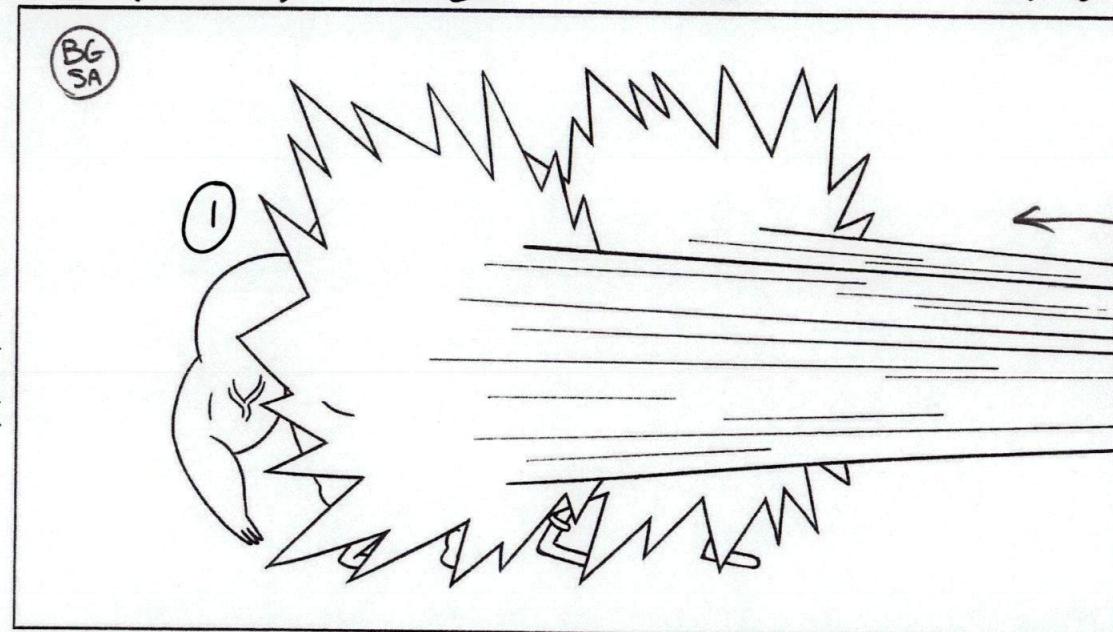


Sc. 67 cont

Pnl. E

Bg.

day night



Dialog:

SFX \* SKSHH \*

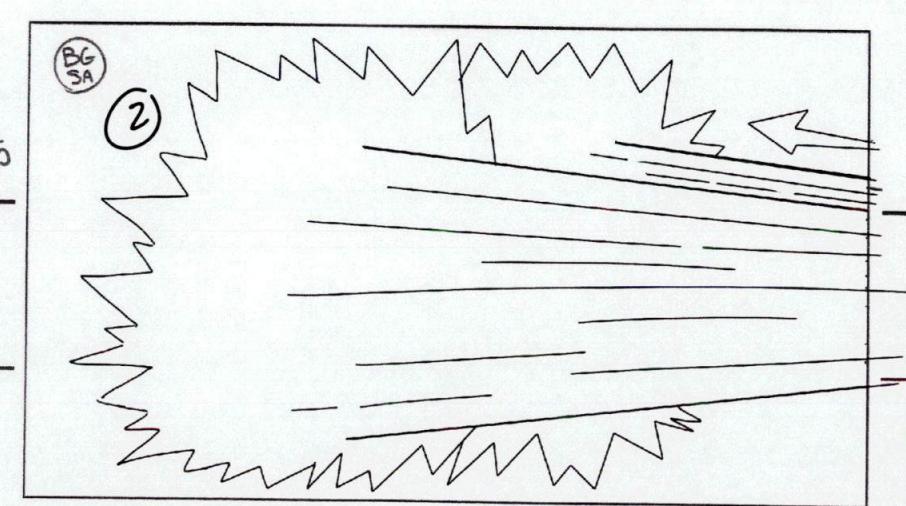
Action:

ICE BLAST!

DEC 02 2015

-blast grows  
to cover F+J

Timing:



# ADVENTURE TIME



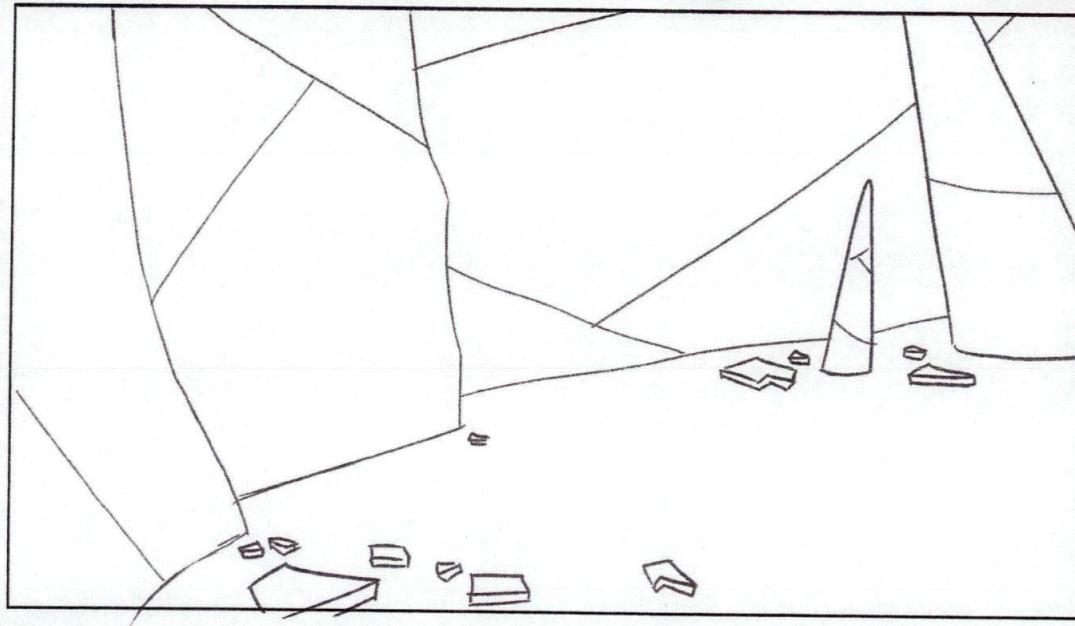
© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 68

Pnl. A

Bg.

day night



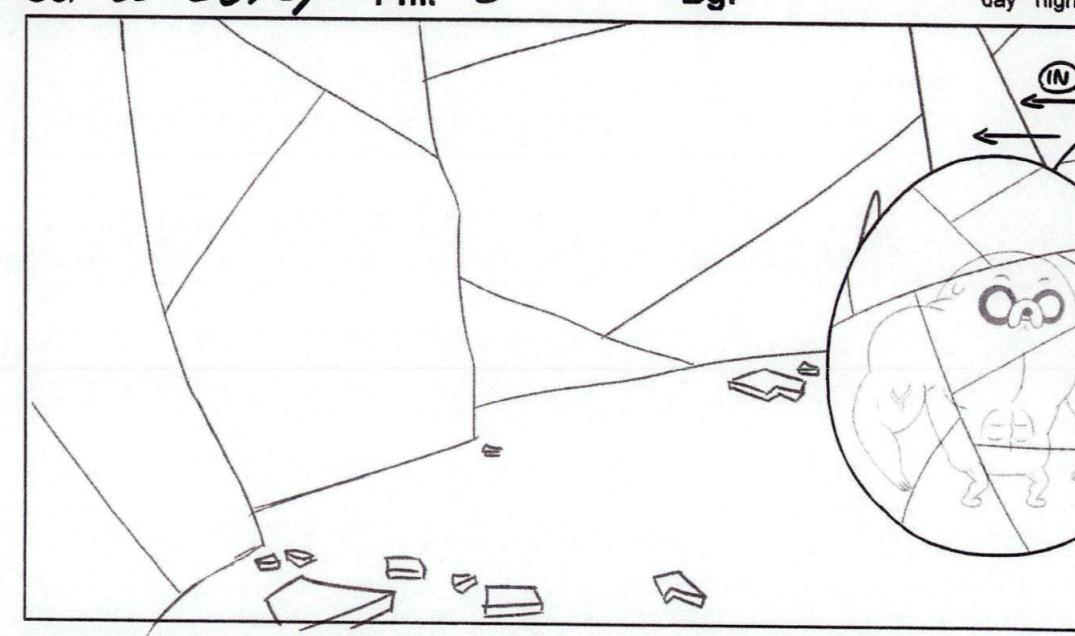
Sc. 68

*cont*

Pnl. B

Bg.

day night



Page 120

EPISODE # 1034-242

Production :

1034/242

Dialog:

DEC 02 2015

Action:

Timing:

1034/242

## ADVENTURE TIME

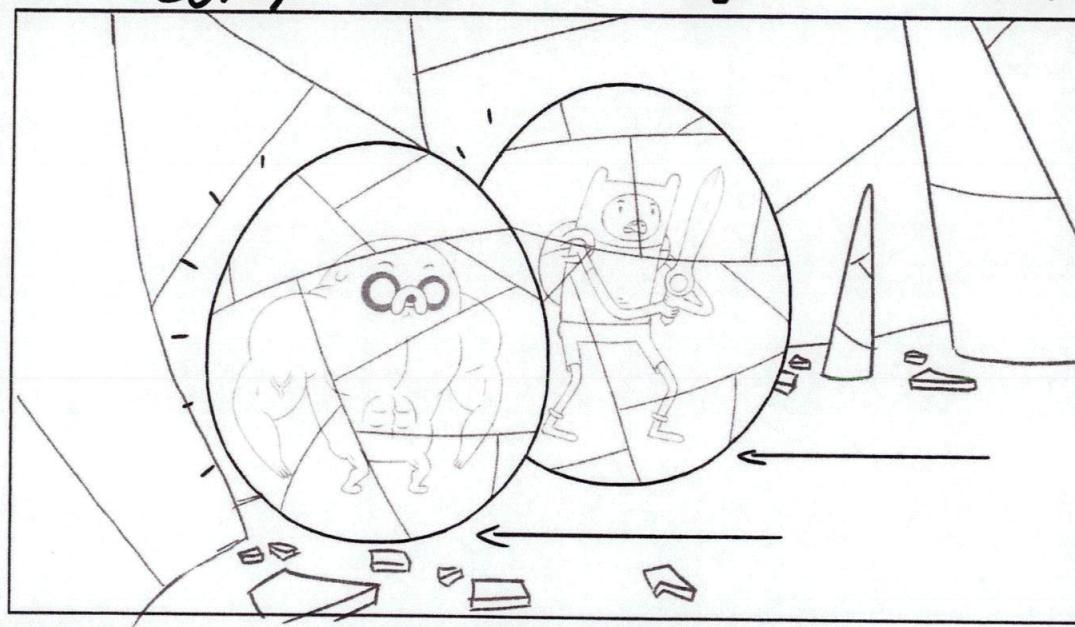


Page 121

Sc. 68 *cont* Pnl. C

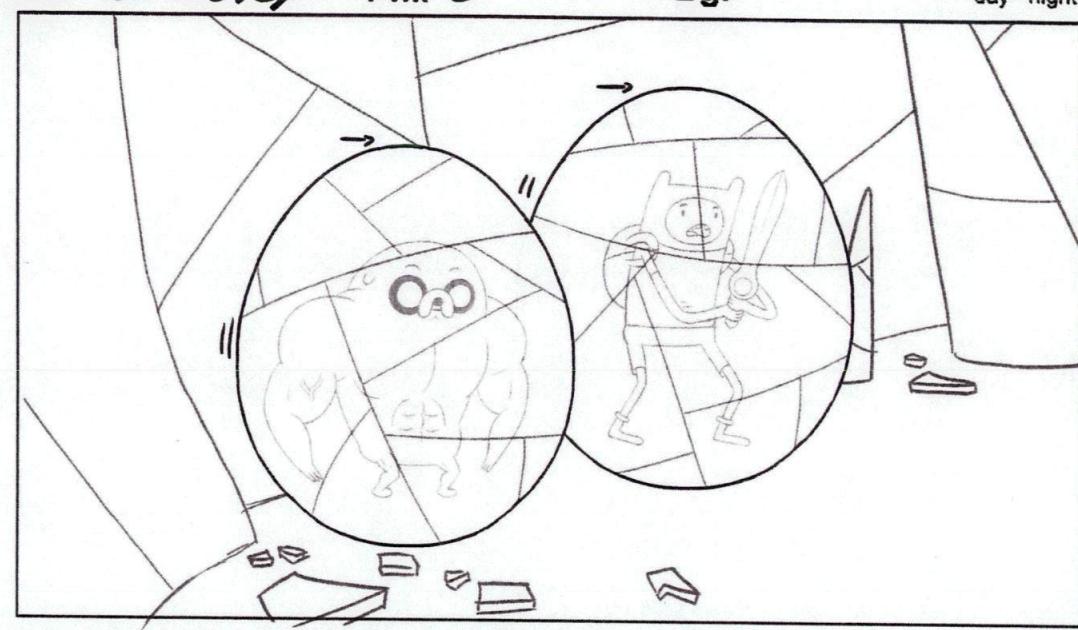
Bg.

day night

Sc. 68 *cont* Pnl. D

Bg.

day night



Dialog:

(SFX) KLINK! KLINK!

Action:

- ICE EGGS CONTAINING F+J SLIDE ON/S.

DEC 02 2015

Timing:

1034-242

EPISODE #

1034/242

Production :

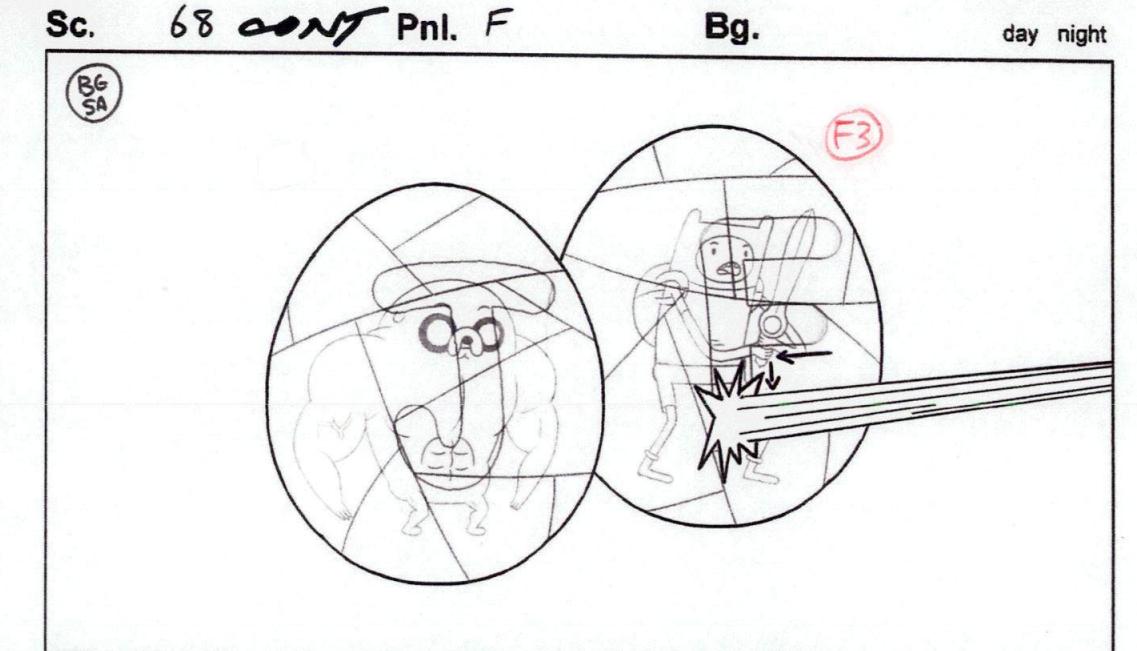
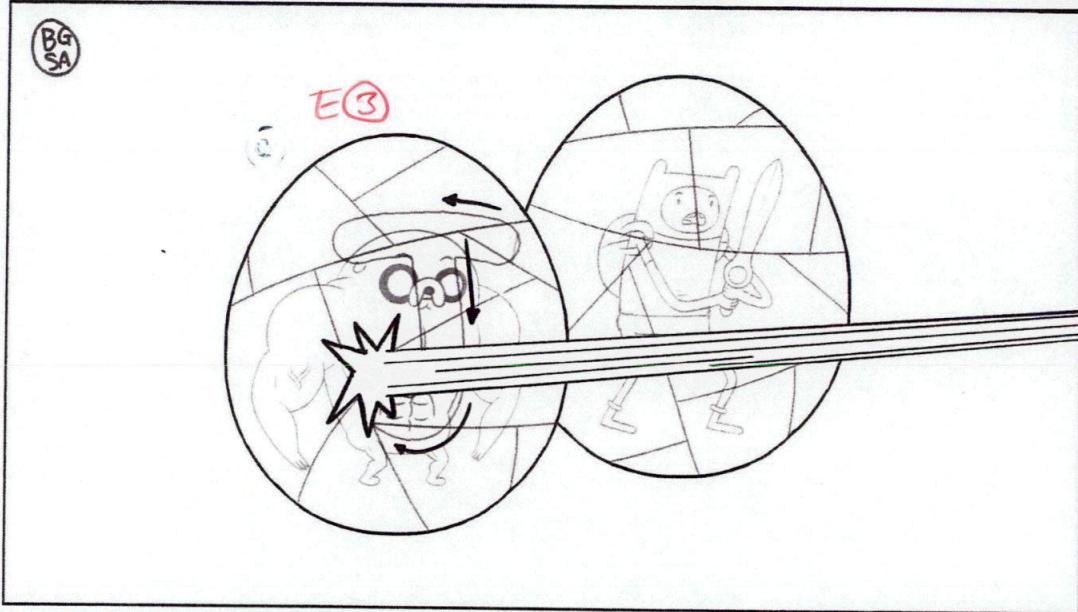
1034/242

# ADVENTURE TIME



Sc. 68 cont Pnl. E Bg. day night

Page 122



Dialog:  
SFX <zzzzzzzzzzz!>

(PRECISION ICE BLAST!)

Action:

Timing: E① E② E④ F① F②

Production : DEC 02 2015

2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

EPISODE # 1034-242

1034/242

1034/242

1034/242

# ADVENTURE TIME

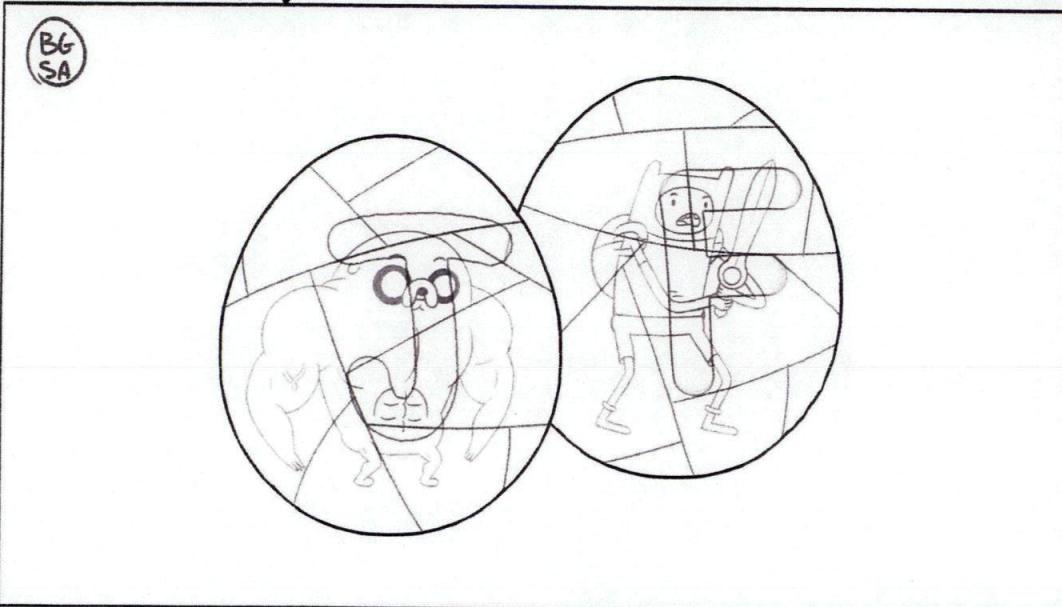


Page 123

Sc. 68 cont Pnl. G

Bg.

day night

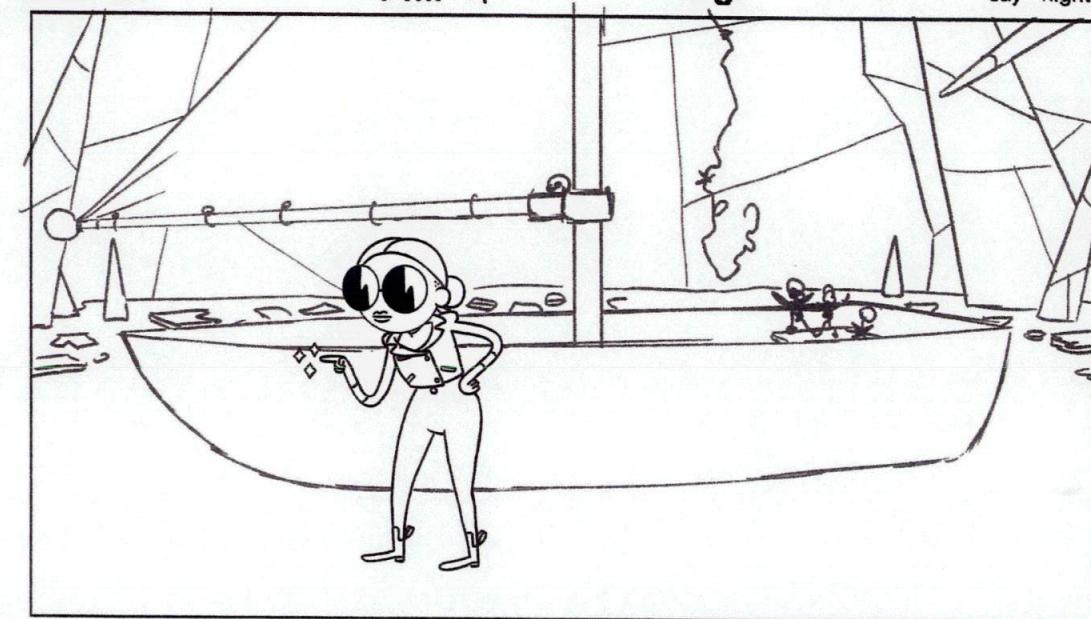


Sc. 69

Pnl. A

Bg.

day night



Dialog:

(SEX) ENGINE WINDING DOWN

Action:

DEC 02 2015

Timing:

Production :

EPISODE # 1034-242

1034/242

1034/242

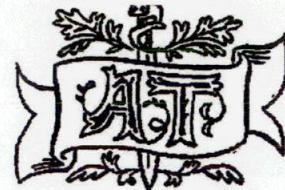
1034/242

© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

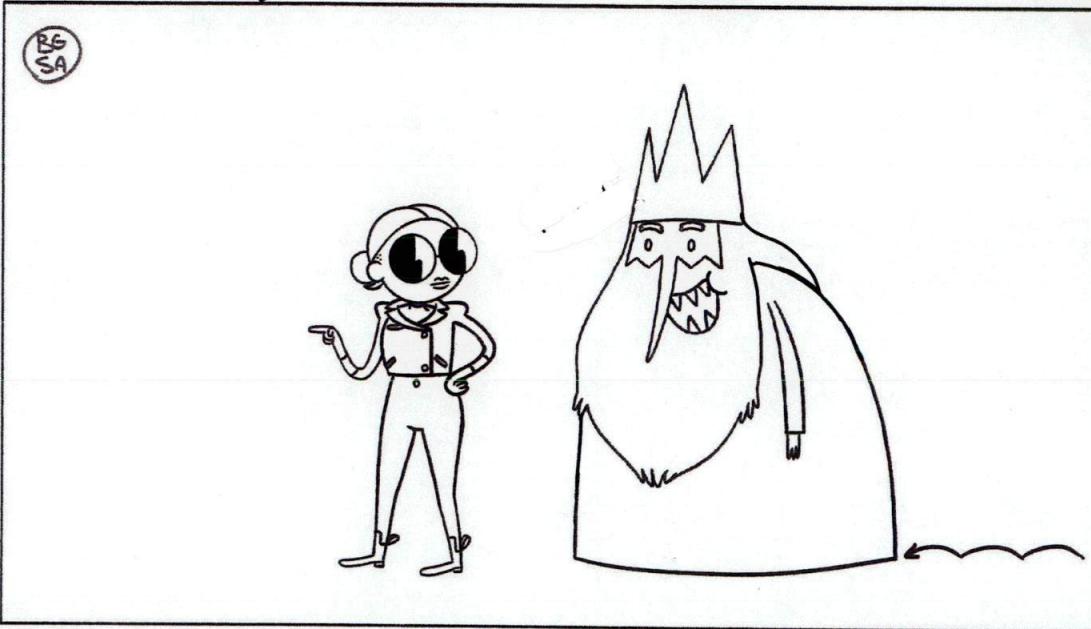
Sc. 69 cont Pnl. B

Bg.



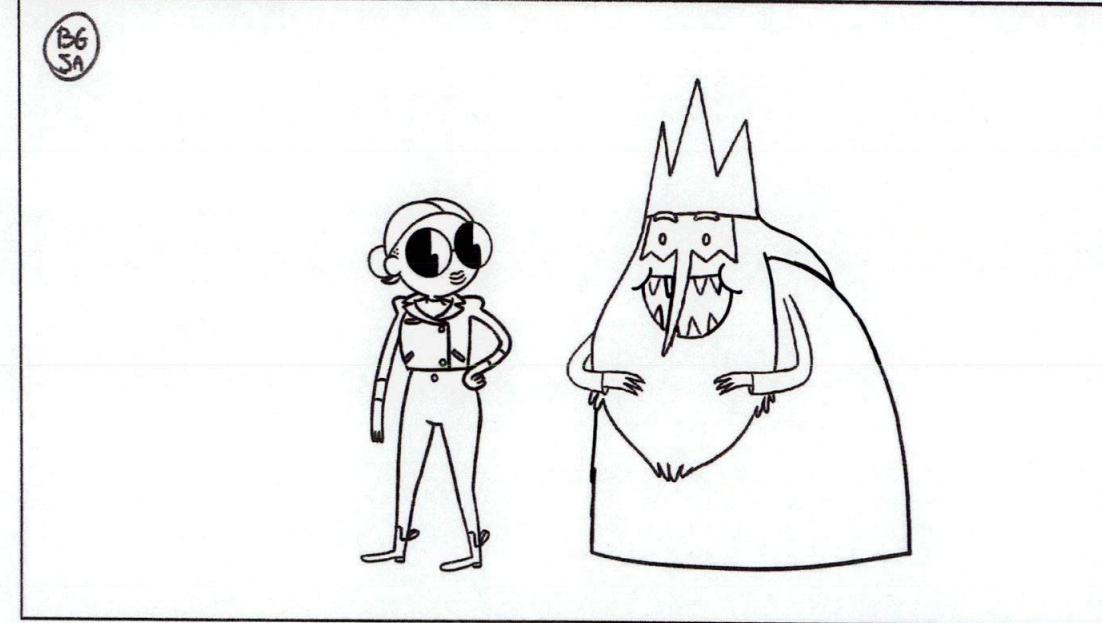
day night

Page 124  
day night



Sc. 69 cont Pnl. C

Bg.



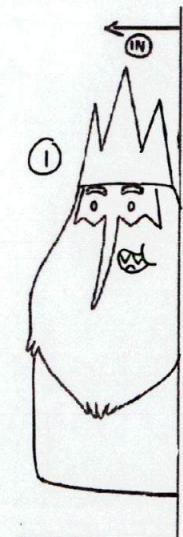
Dialog:

IK Wow!

Action:

- IK WALKS ON/S.

Timing:



(B1)

IK

YOU GOT THEIR INITIALS ON THERE ... AND...

DEC 02 2015

Production :

EPISODE # 1034-242

1034/242

1034/242

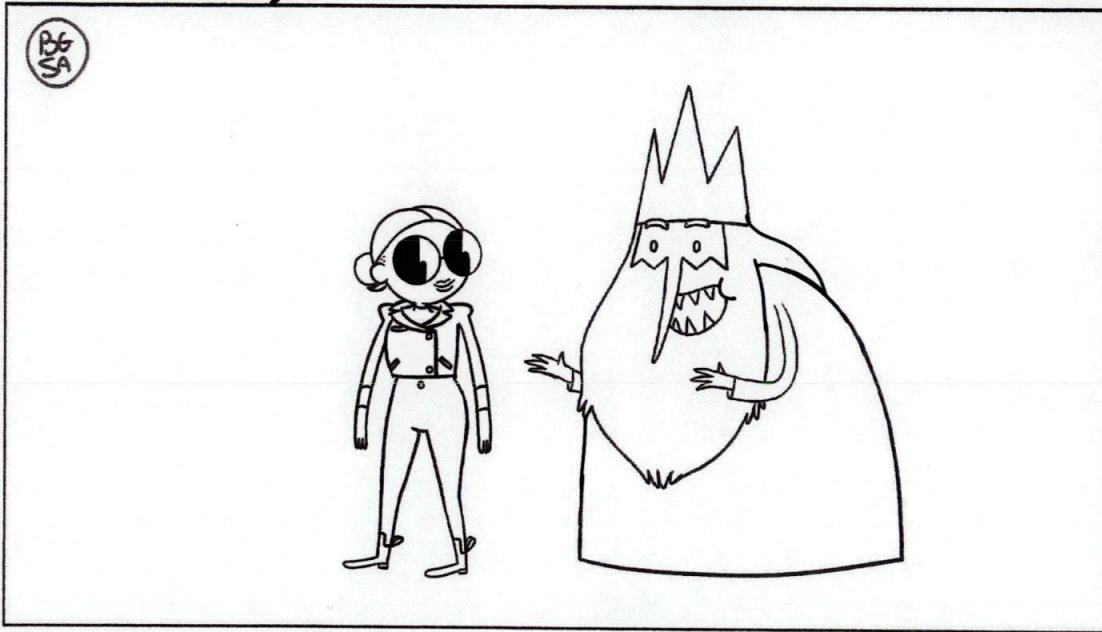
# ADVENTURE TIME



Sc. 69 cont Pnl. D

Bg.

day night



Sc. 70

Pnl. A

Bg.

day night



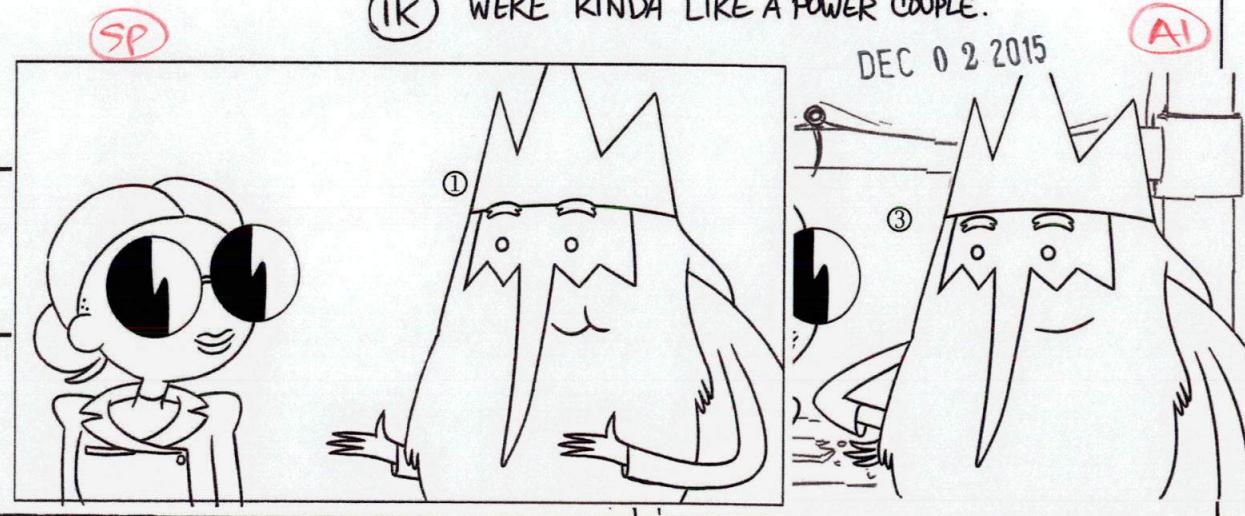
Dialog:

(IK) LOOK AT THOSE SHAPES!  
JUST ... WOW...

Action:

Timing:

(IK) WÉ'RE KINDA LIKE A POWER COUPLE.



Production :

Page 125

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

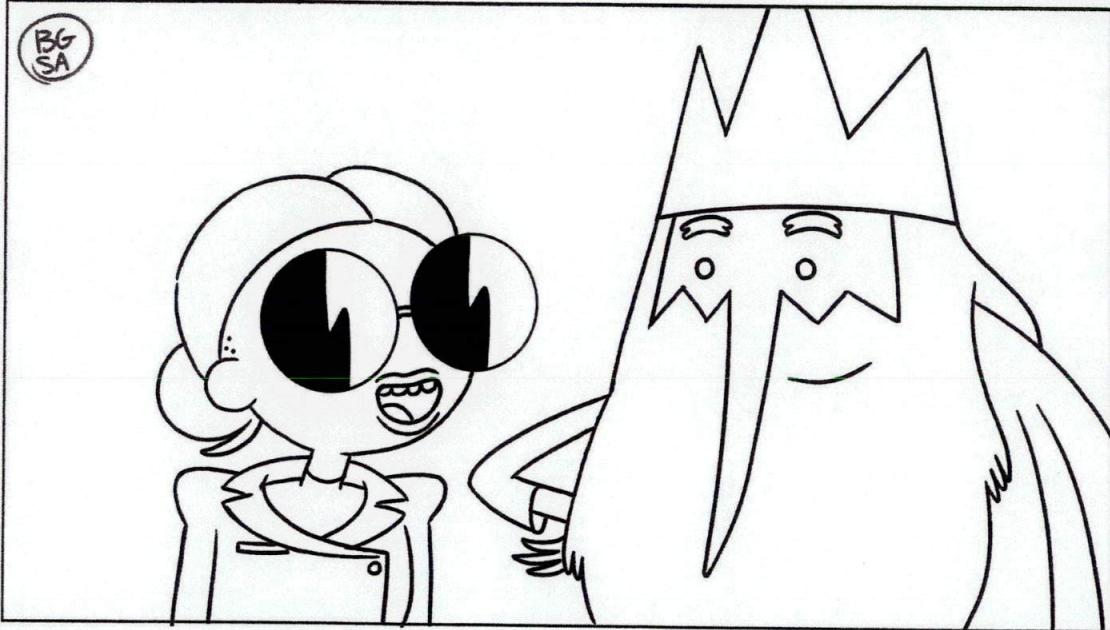


© 2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 70 cont Pnl. B

Bg.

day night



Dialog:

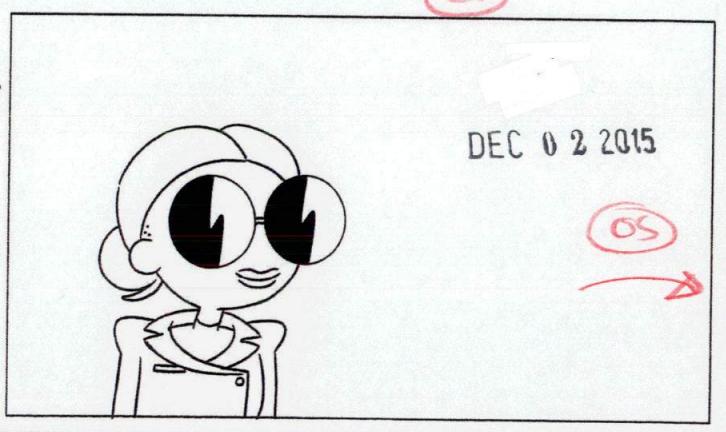
(P) GET ME THOSE PRINCESSES.

(IK) YOU GOT IT, BOSS!

Action:

- IK WALKS  
OFF S.

Timing:



Production :

EPISODE # 1034-242

1034/242

Sc. 70 cont Pnl. C

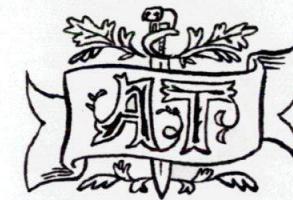
Bg.

Page 126  
126 NEXT  
day night



1034/242

# ADVENTURE TIME



day night

Sc. 70 cont Pnl.

Bg.

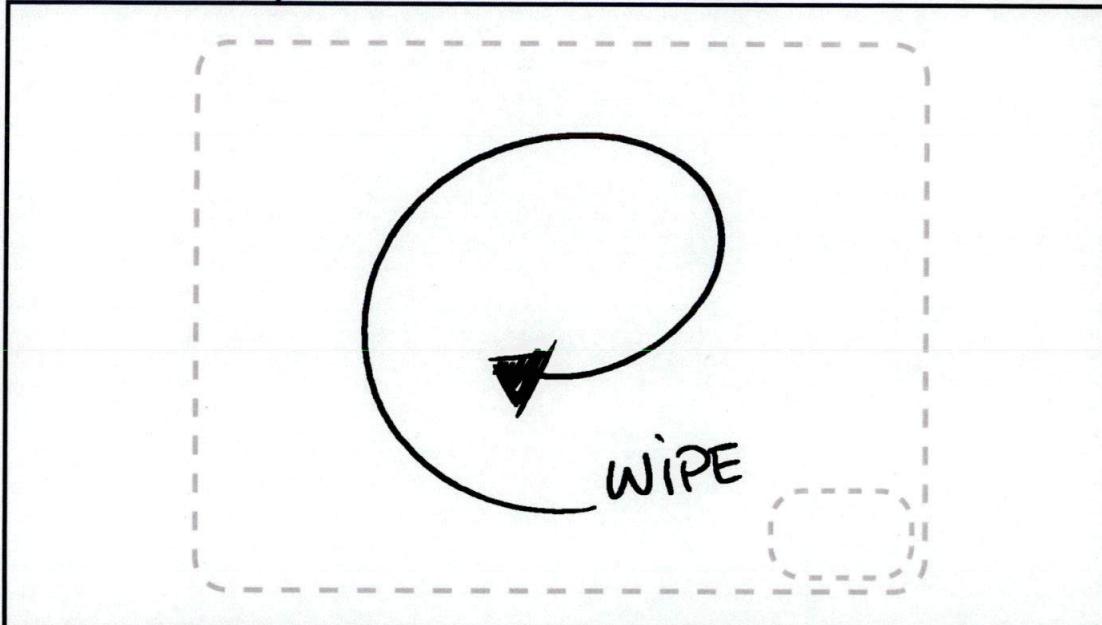
Sc. 70A

Pnl.A

Bg.

Page 126A

127 NEXT  
day night



Dialog:

Action:

Timing:

DEC 02 2010

Production:

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



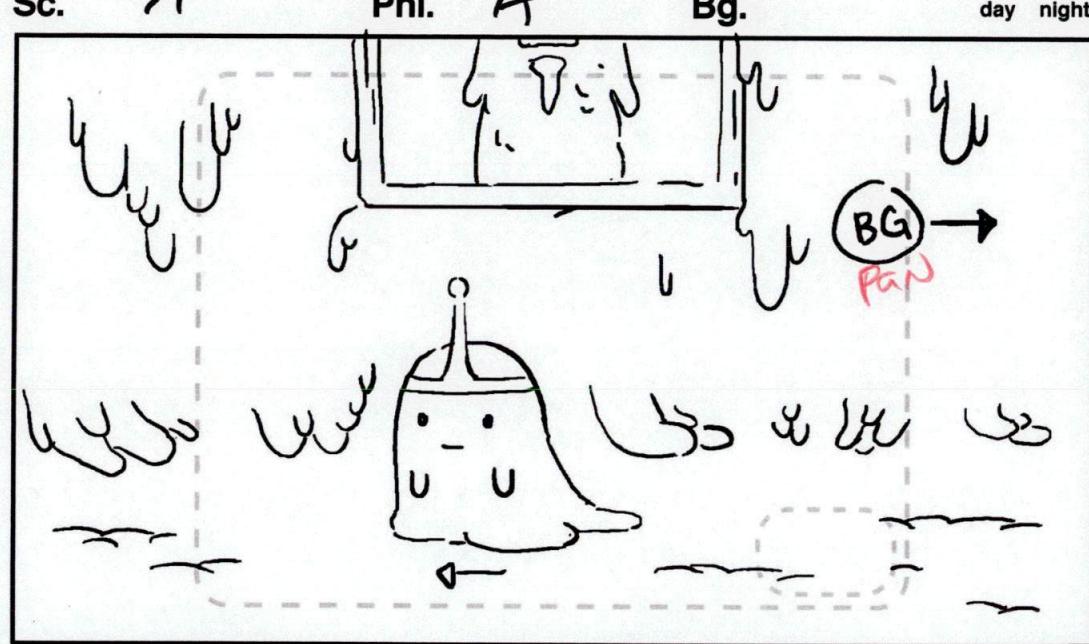
Page 127

Sc. 71

Pnl. A

Bg.

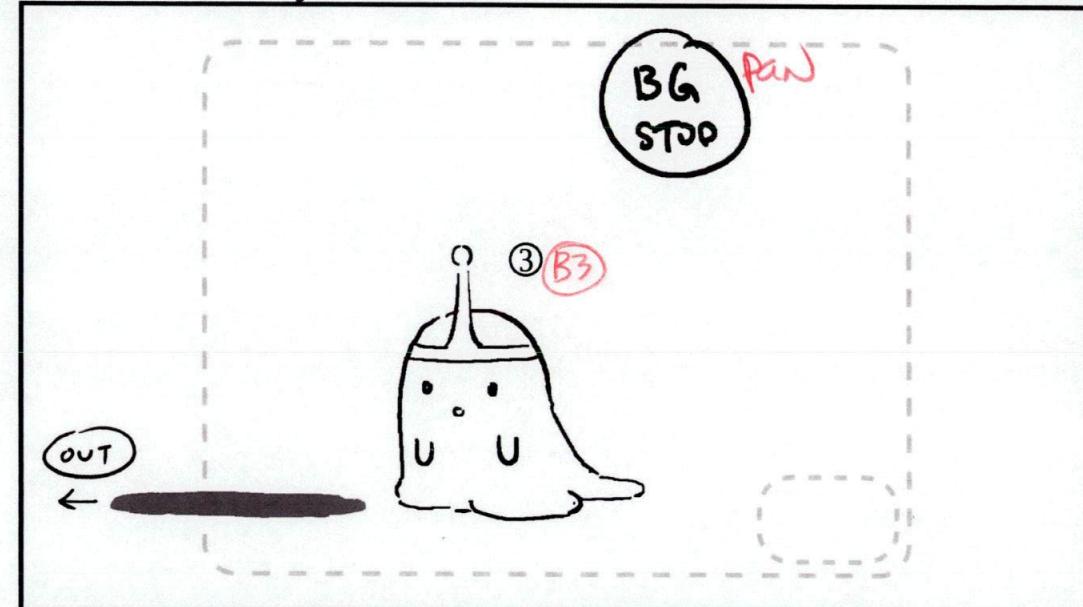
day night



Sc. 71 cont Pnl. B

Bg.

day night



EPISODE # 1034/242

1034/242

Dialog:  
SLIME  
PRINCESS : (humming)

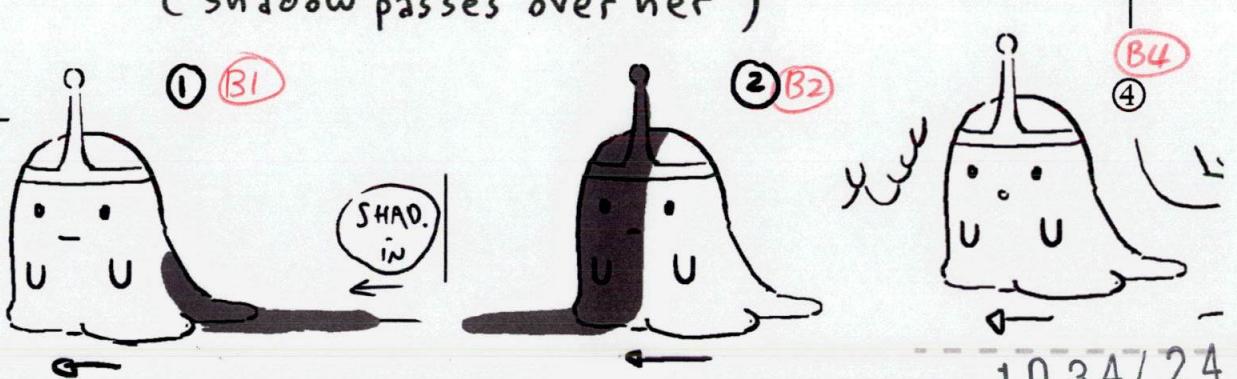
DEC 6 2015

Action:

- SP. WALKING ALONG.

(shadow passes over her)

Timing:

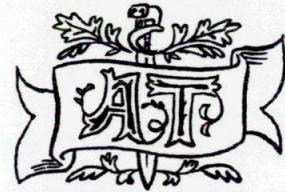


1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 128

Sc. 71 cont Pnl. C

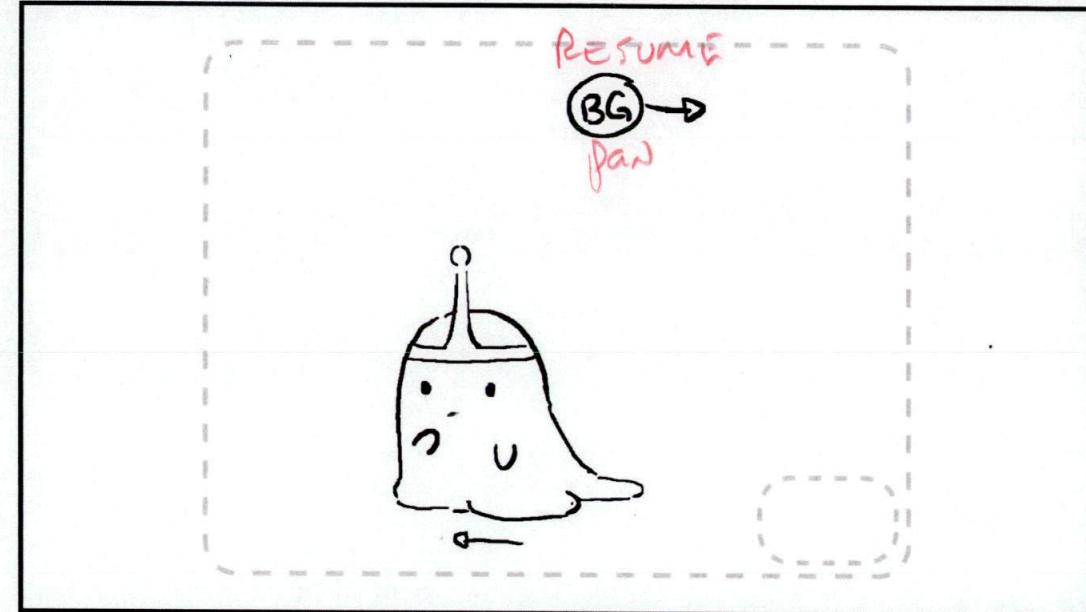
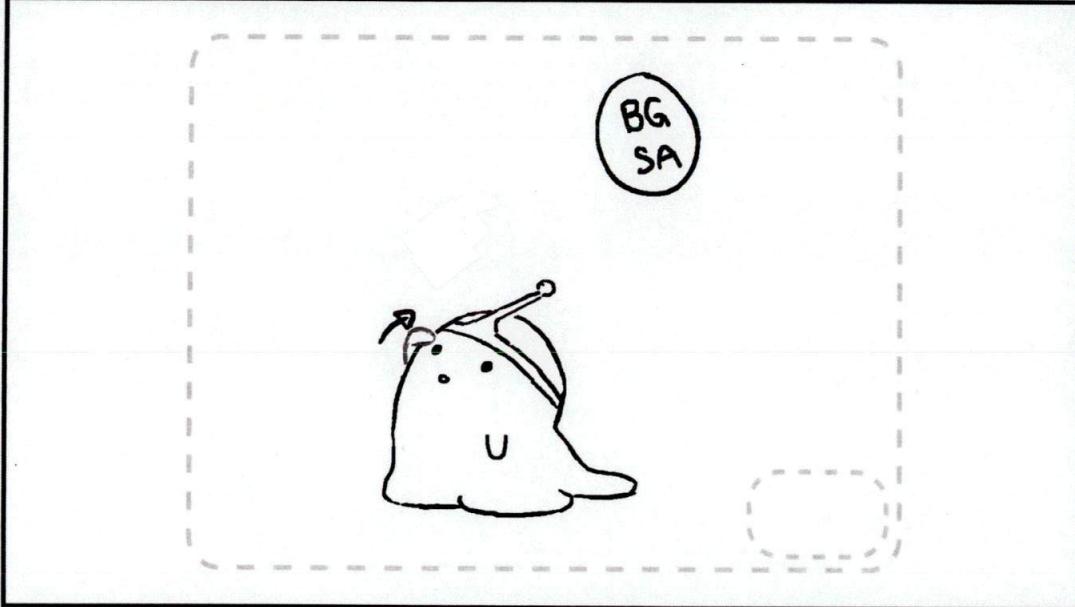
Bg.

day night

Sc. 71 cont Pnl. D

Bg.

day night



Dialog:

SP / hm ?

Action:

(looking around)

Timing:



(she continues)

DEC 02 2015

Production:

1034-242

EPISODE #

1034/242

1034/242

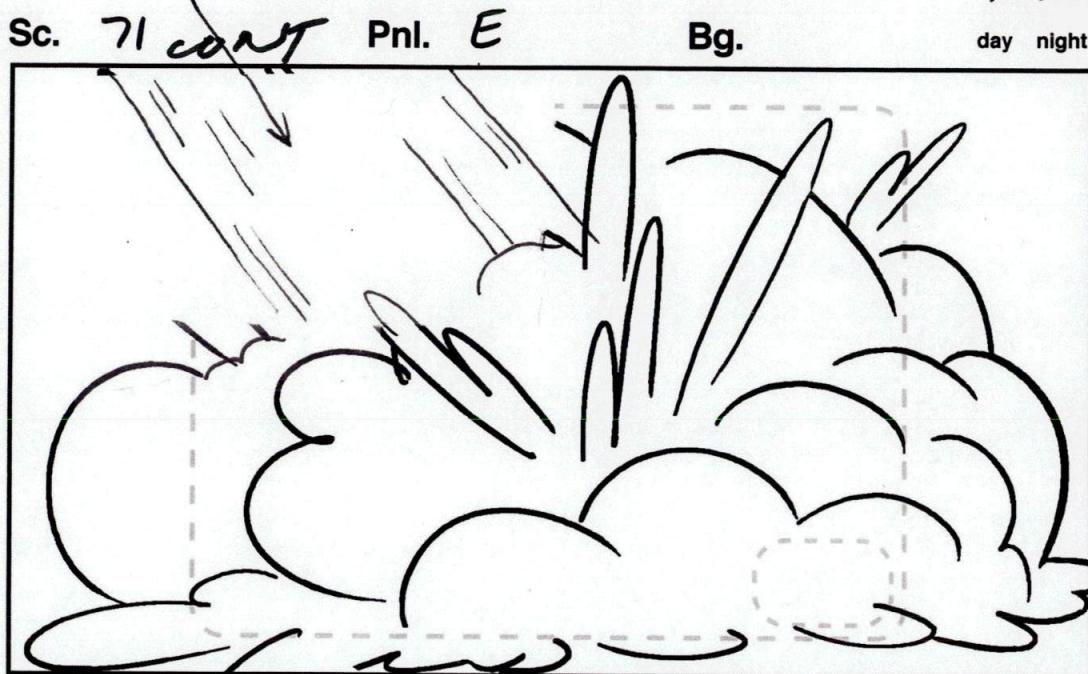
# ADVENTURE TIME



Page 129

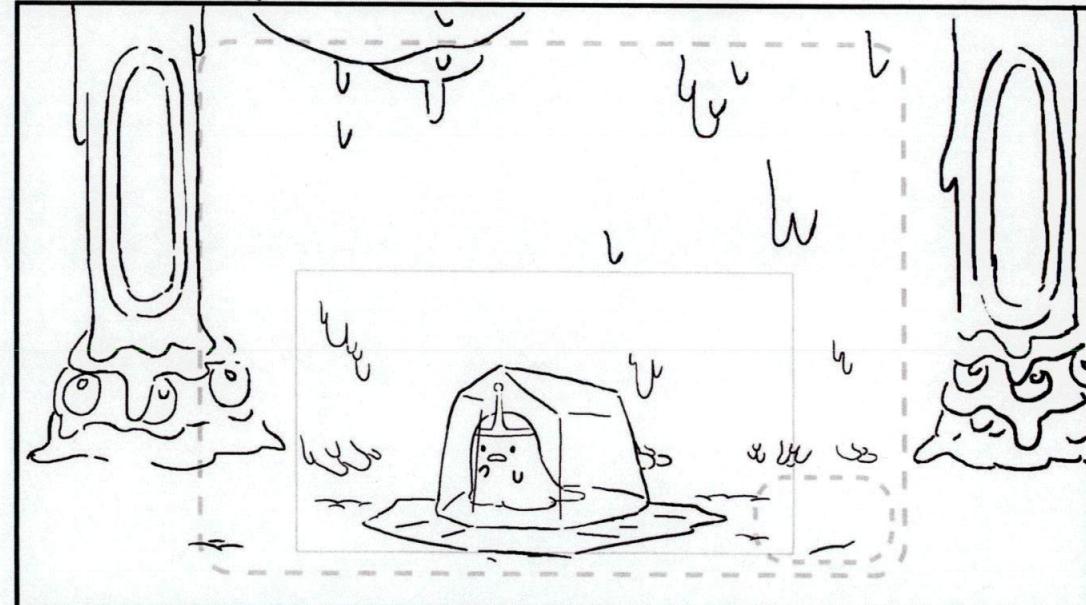
Sc. 71 cont Pnl. E Bg.

day night



Sc. 71 cont Pnl. F Bg.

day night

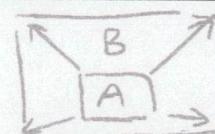
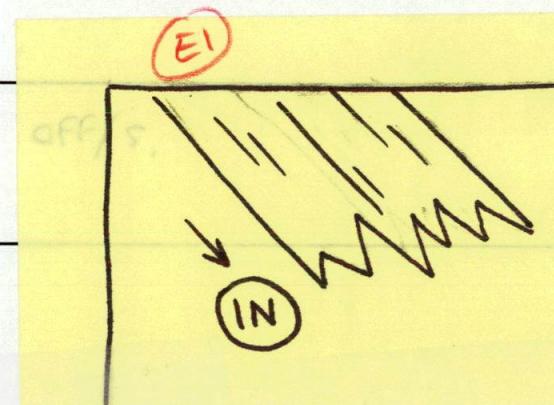


Dialog:

SP*x* <blast!>

Action:

- ICE MAGIC HITS SP FROM OFF/S.



CAM ADJ  
A → B

- SP ENCASED  
IN ICE.

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 130

day night

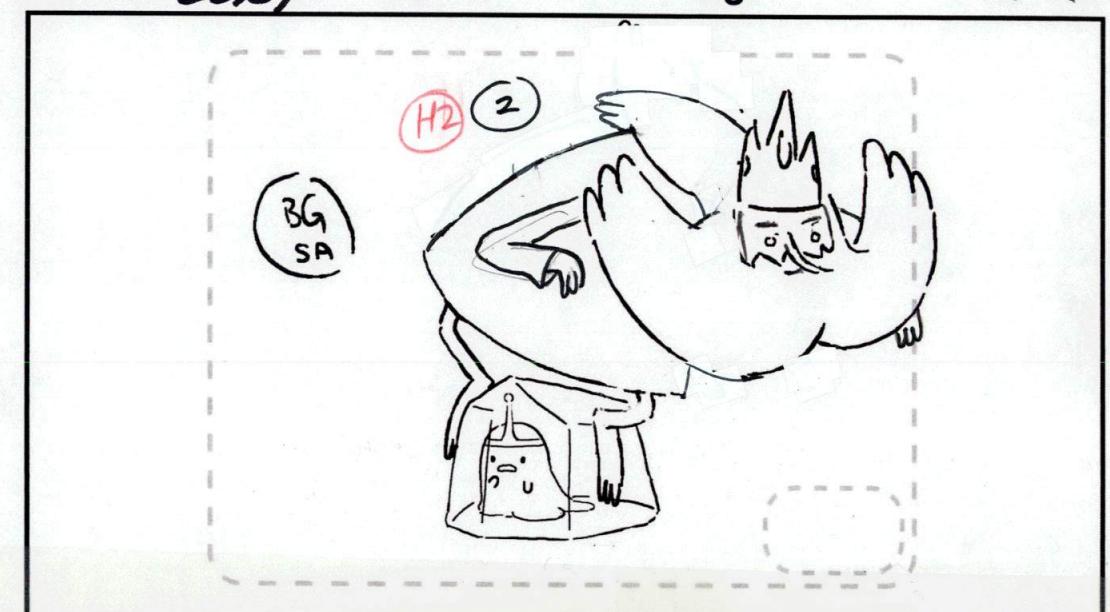
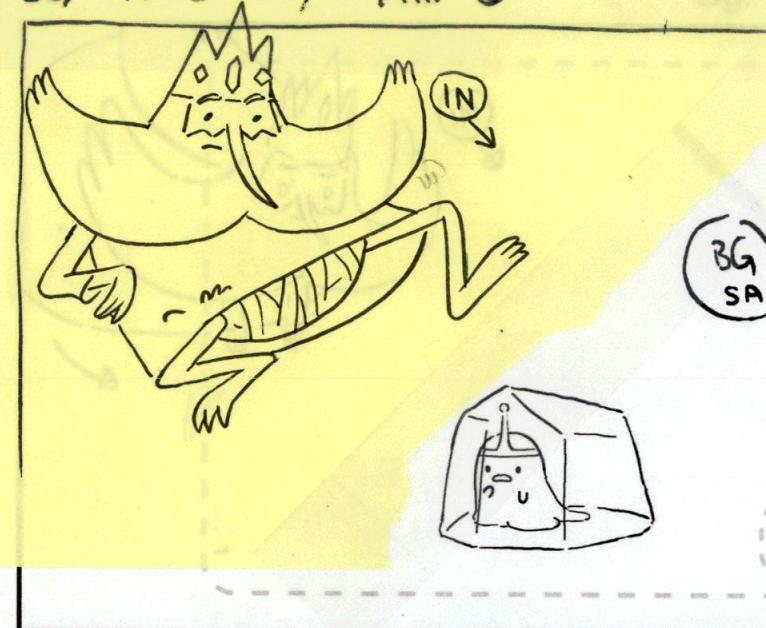
Sc. 71 cont Pnl. G

Pnl. H

Bg.

day night

Sc. 71 cont Pnl. G

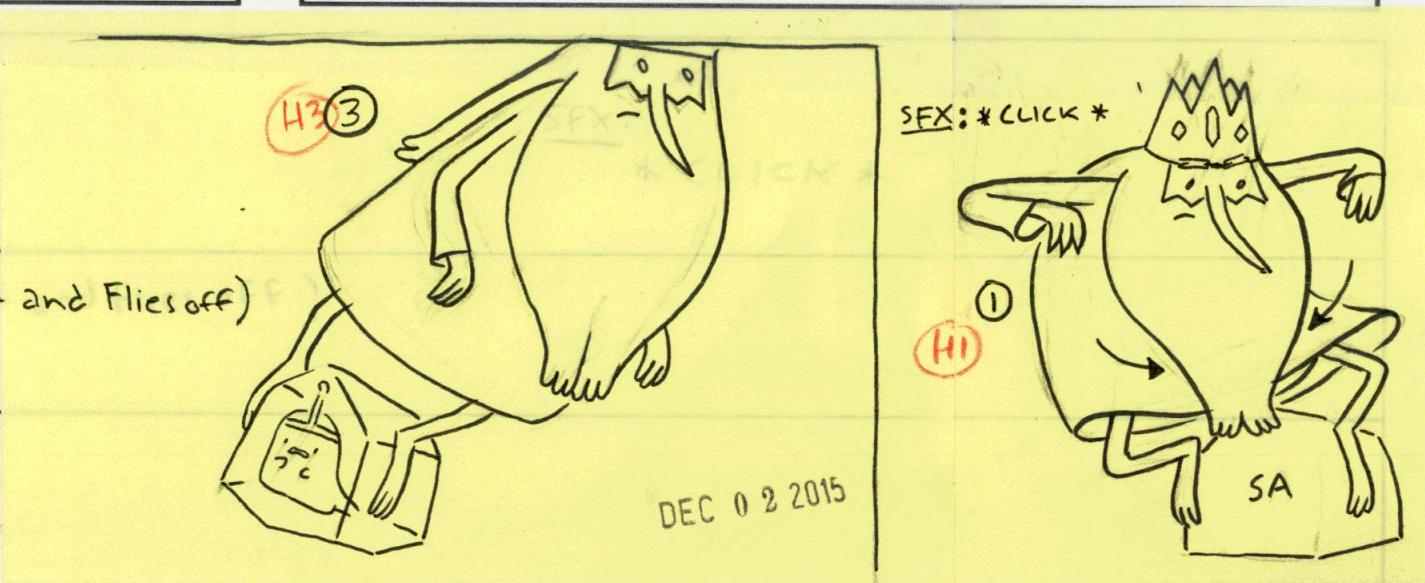


Dialog:

Action:

(IK swoops in, picks her up w/ his feet and flies off)

Timing:



Production:

1034 / 242

EPISODE # 1034-242

1034 / 242

# ADVENTURE TIME



Page 131

Sc. 71 cont Pnl. I

Bg.

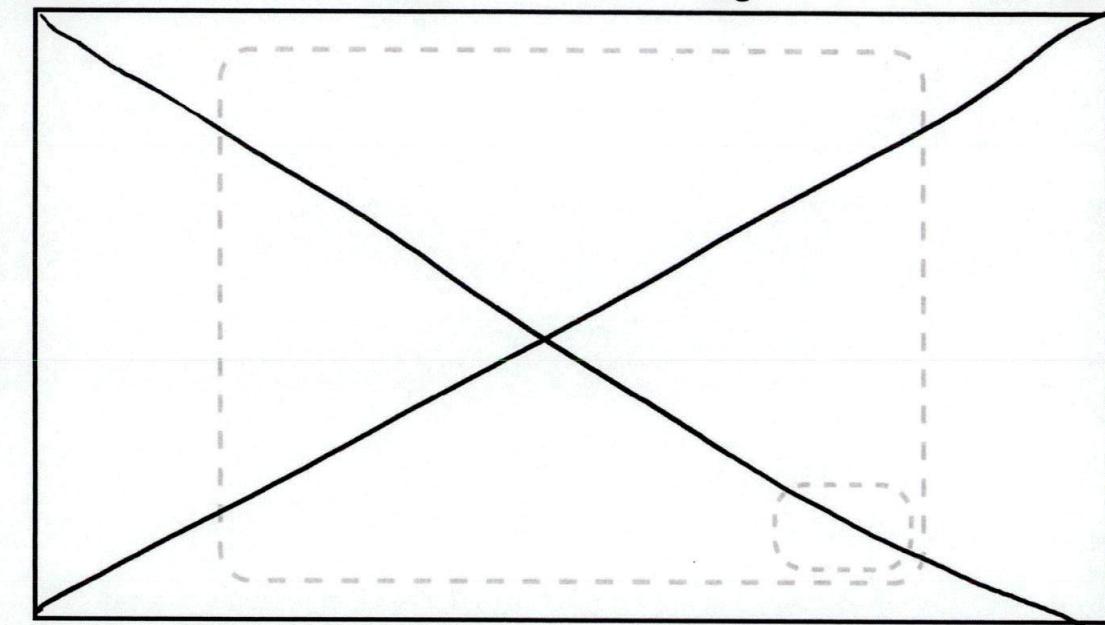
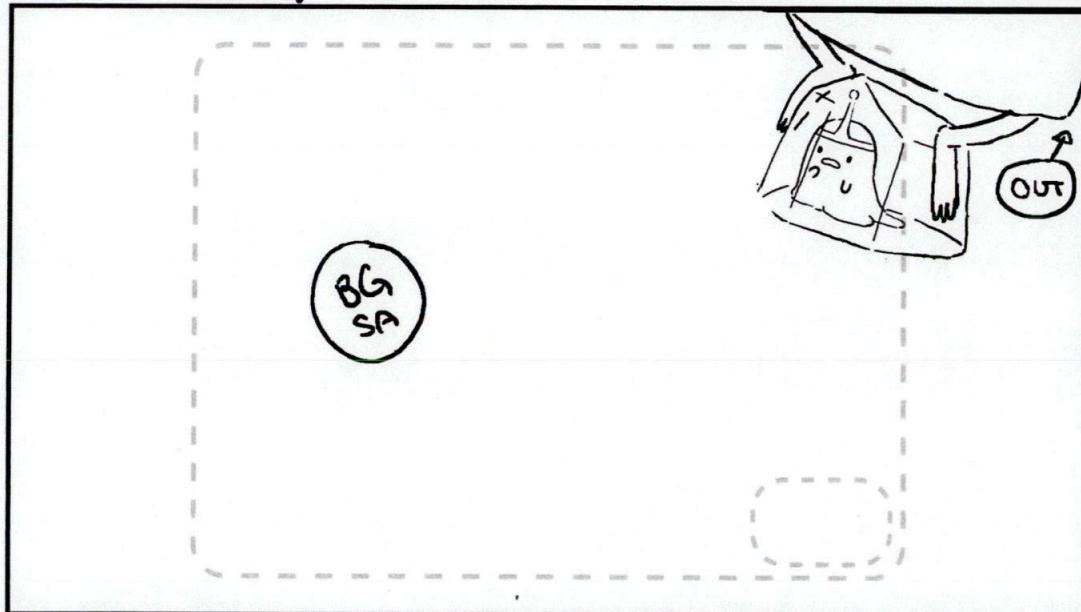
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

(like a hawk)

DEC 02 2015

Timing:

Production:

1034/242

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



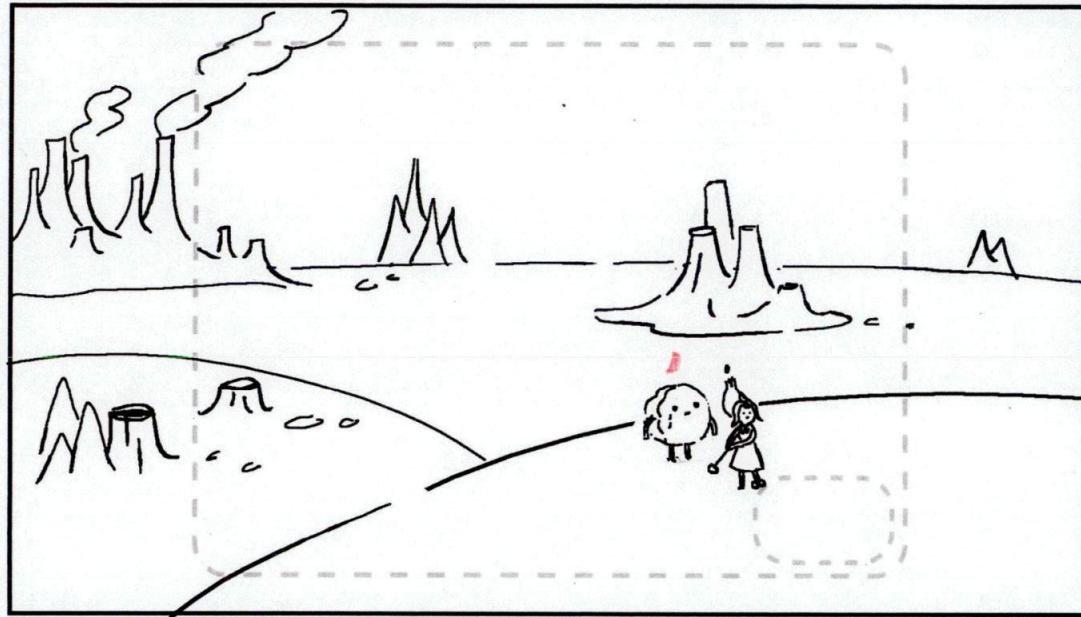
Page 132

Sc. 72

Pnl. A

Bg.

day night

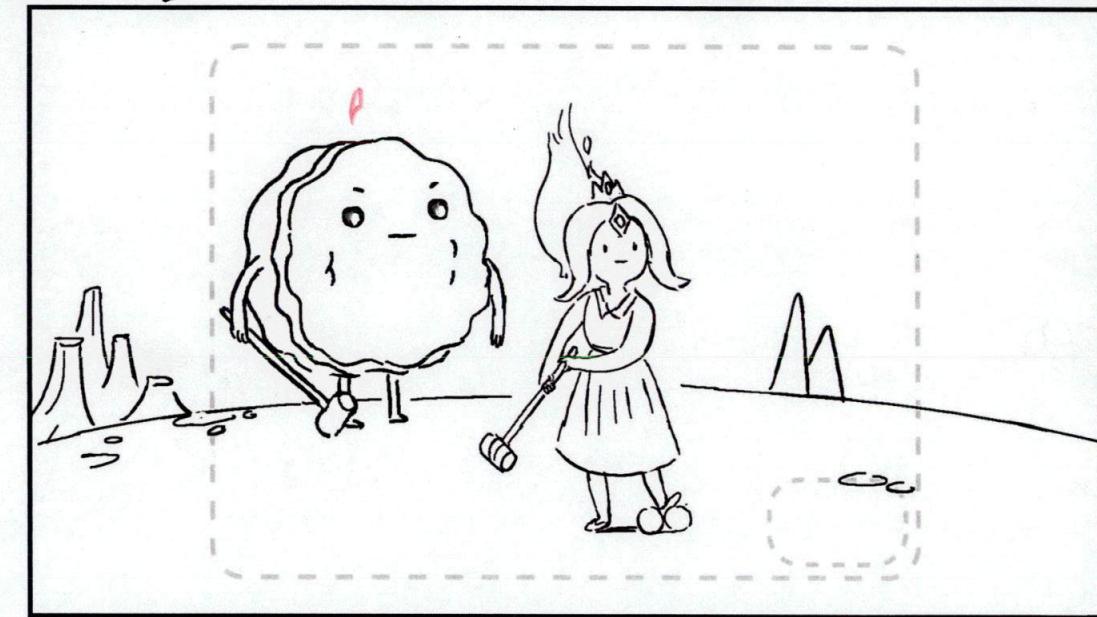


Sc. 73

Pnl. A

Bg.

day night



1034/242

Dialog:

Action:

- EXT. FIELD NEAR FIRE KINGDOM.

( FP and CB playing croquet )

DEC 02 2015

Timing:

Production:

1034/242

EPIISODE # 1034-242

1034/242

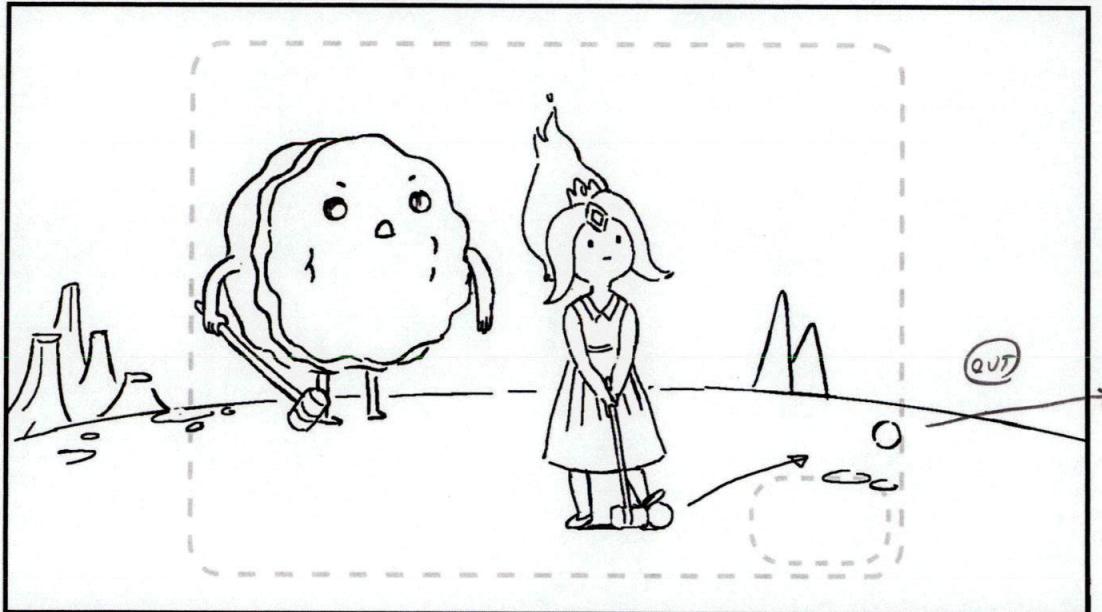
# ADVENTURE TIME



Sc. 73 cont Pnl. B

Bg.

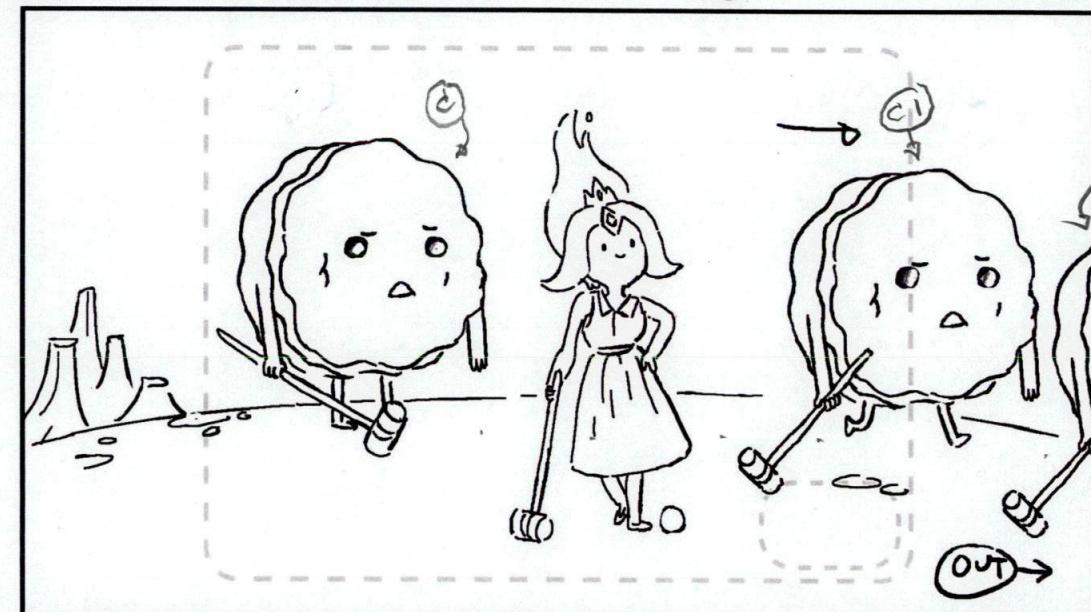
day night



Sc. 73 cont Pnl. C

Bg.

day night



Page 133

1034-242

EPISODE #

1034/242

Dialog:

SFX:  
— \*CLKK\*

Action:

- CBS BALL FLIES OFF/S.

- CB WALKS OFF/S DISAPPOINTED

DEC 02 2015

Timing:

Production:

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 73 cont Pnl. D

Bg.

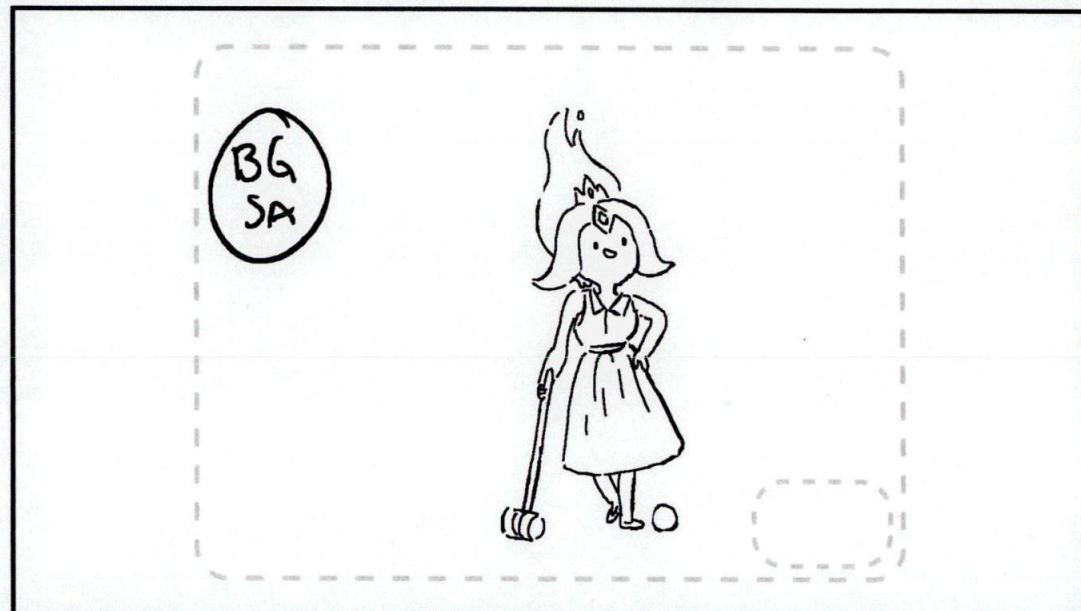
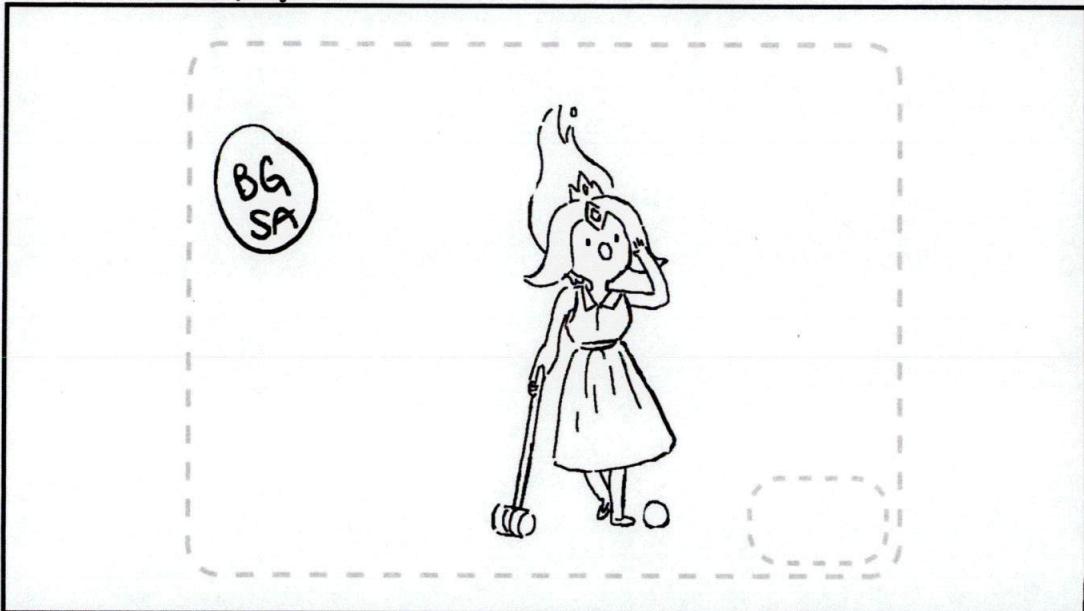
day night

Sc. 73 cont Pnl. E

Bg.

day night

Page 134



**Dialog:**

PRINCESS : Send me a postcard when you get there!

FP / heheh

**Action:**

- FP LEANS ON MALLET.

DEC 02 2015

**Timing:**

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 135

Sc. 73 cont Pnl. F

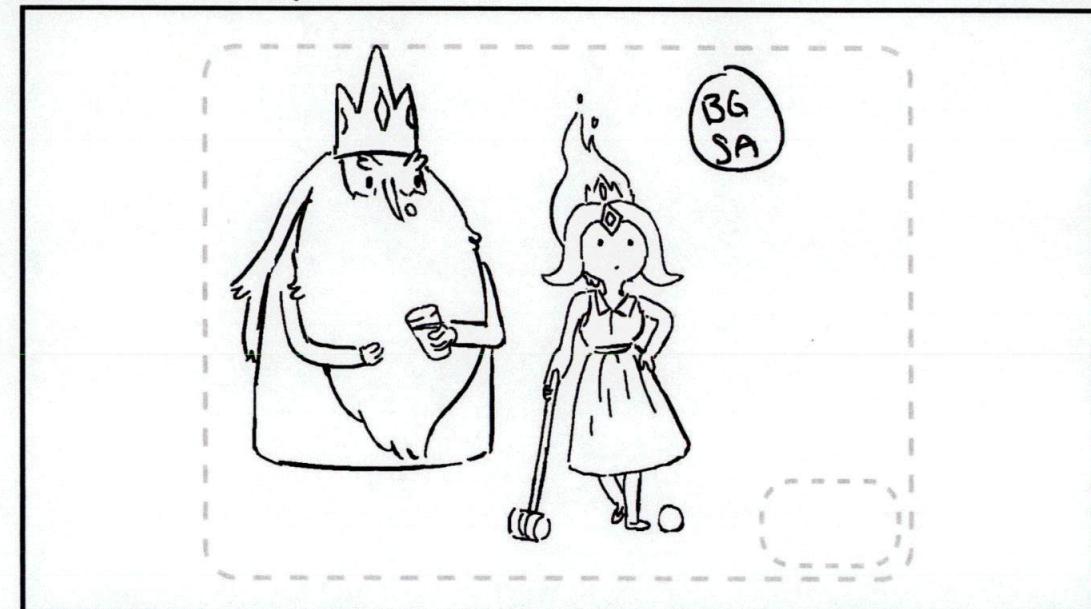
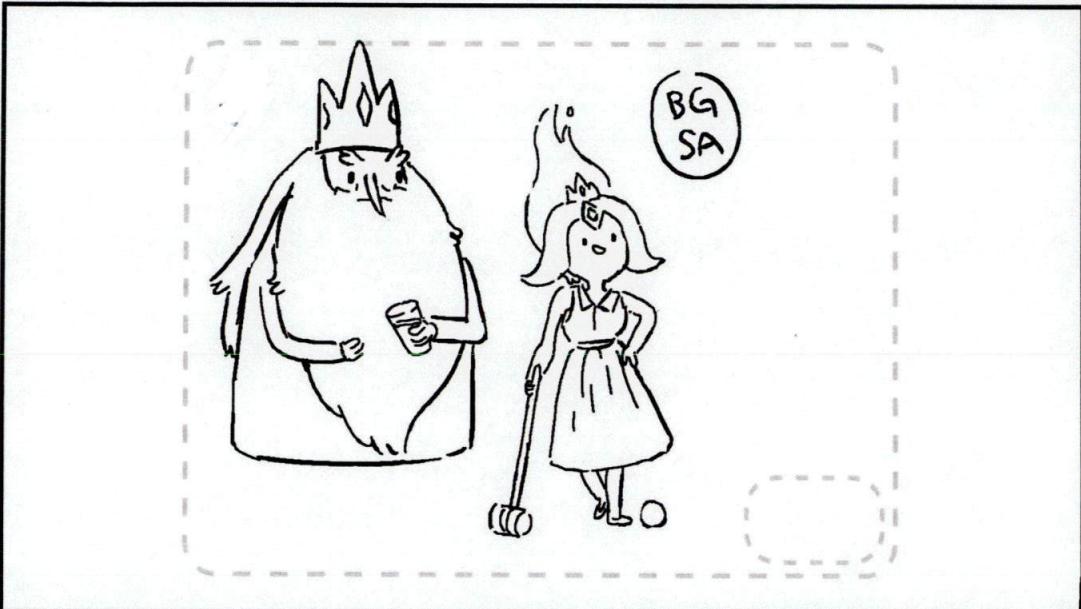
Bg.

day night

Sc. 73 cont Pnl. G

Bg.

day night



1034/242

**Dialog:**

IK / hey.

(T1)

**Action:**

(IK appears behind her)  
(holding a glass of water)

DEC 02 2015

**Timing:**



**Production:**

EPIISODE # 1034-242

1034/242

1034/242

©2011 This material is the Property of The Cartoon Network Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 136

Sc. 73 cont Pnl. H

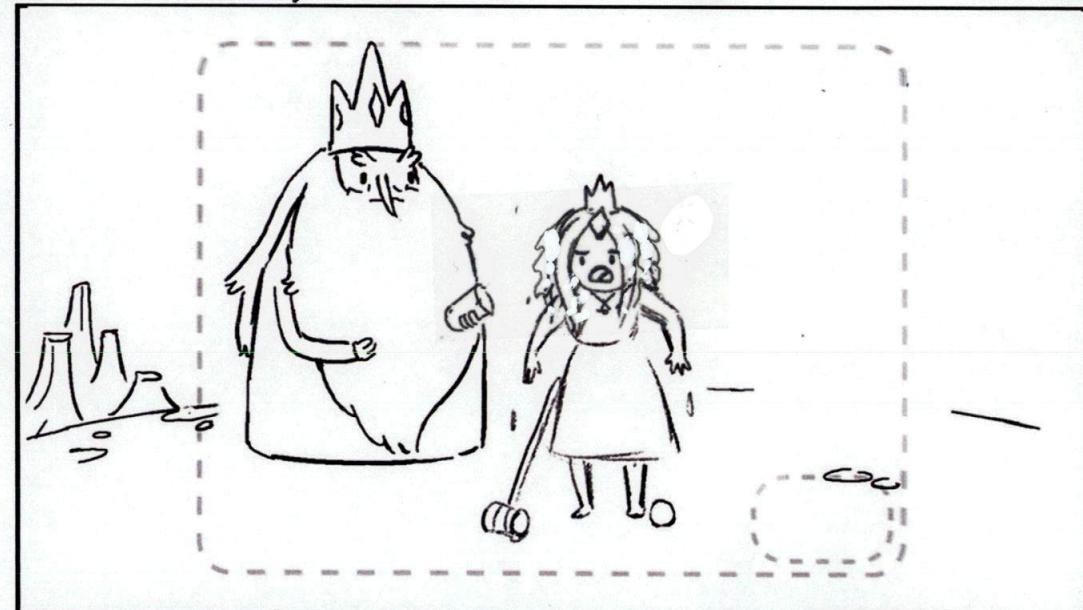
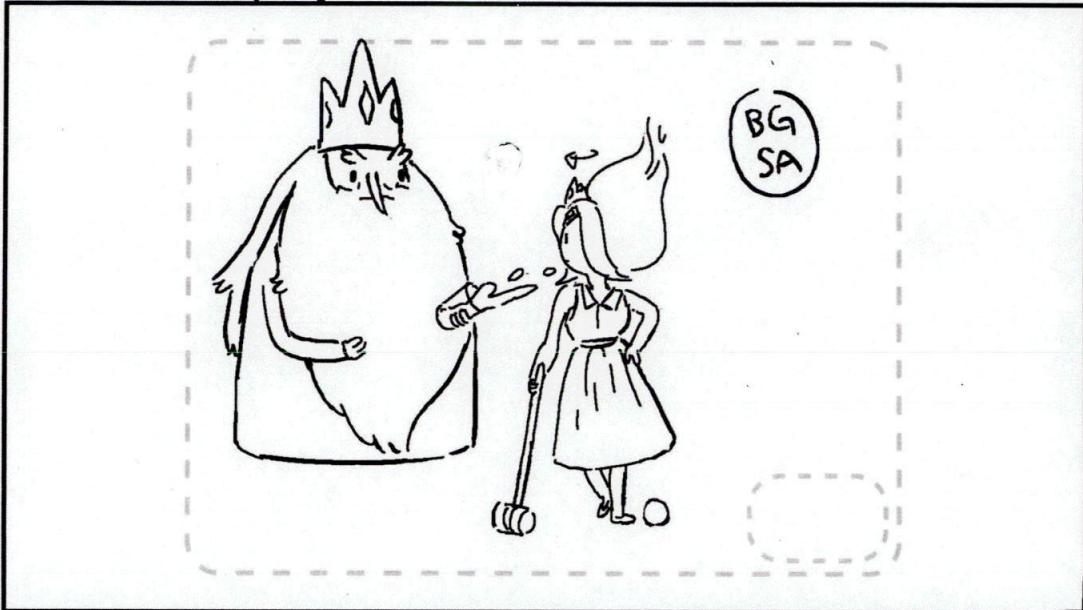
Bg.

day night

Sc. 73 cont Pnl. I

Bg.

day night



Dialog:

SFX:

\*SPHH\*

FP / Ahhh!

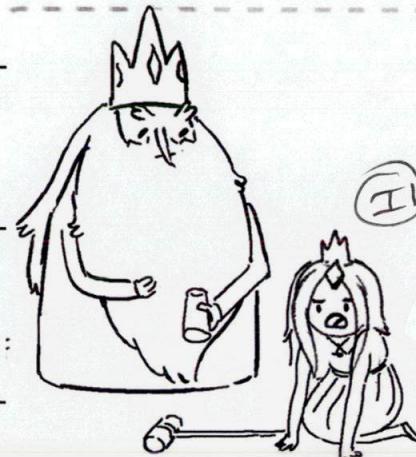
Action:

(IK throws water in FP's Face)



- FP FALLS TO HER KNEES  
GOES TO 'COOL' PALETTE.

DEC 02 2015



Timing:

Production:



EPISODE # 1034-242

11034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 137

Sc. 73 cont Pnl. J

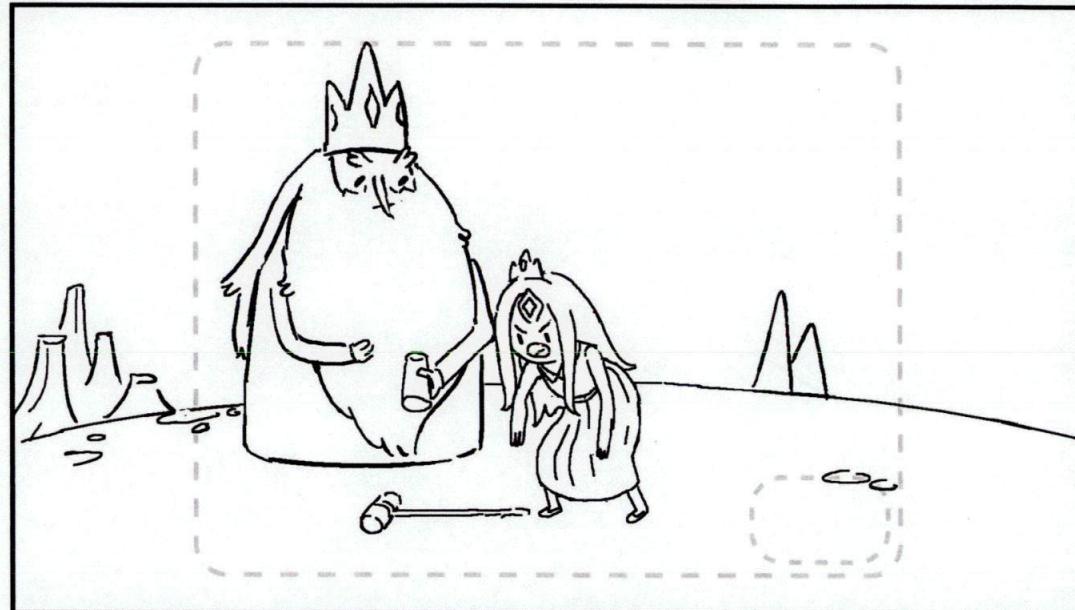
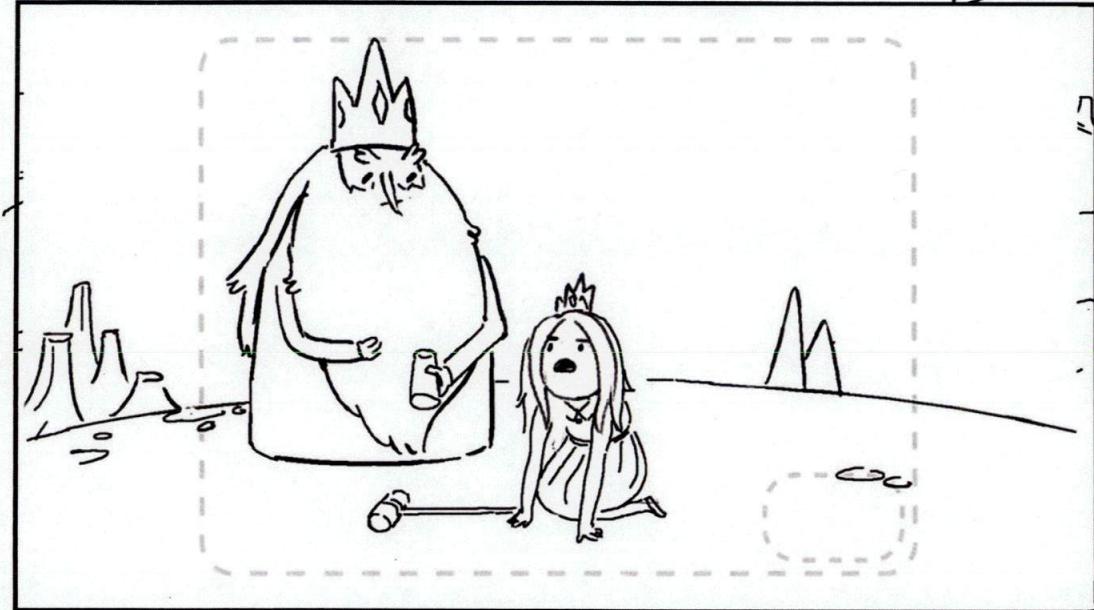
Bg.

day night

Sc. 73 cont Pnl. K

Bg.

day night



Dialog:

F.P: ILE KING...

SFX: \*SSS\*

Action:

(CB concentrating  
on ball)

F.P: I'm gonna --

- FP RISES.

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

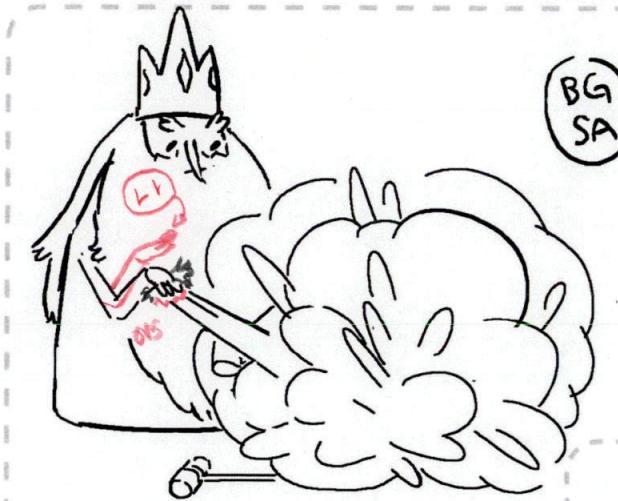
# ADVENTURE TIME



Sc. 73 cont Pnl. L

Bg.

day night



(BG  
SA)

Sc. 73 cont

Pnl. M

Bg.

Page 138

day night



(BG  
SA)

1034/242

Dialog:

IK / hold that thought.

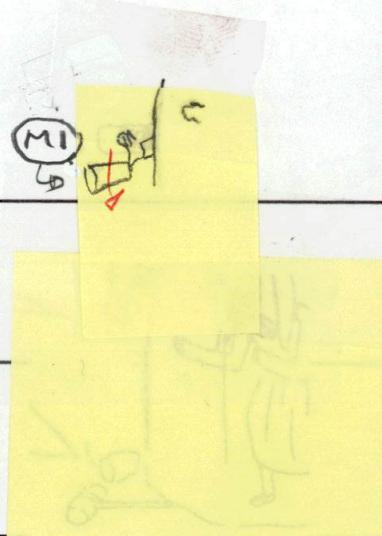
Action:

<blast>

- FP ENCASED IN ICE.

Timing:

DEC 02 2015



Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 73 cont Pnl. N

Bg.



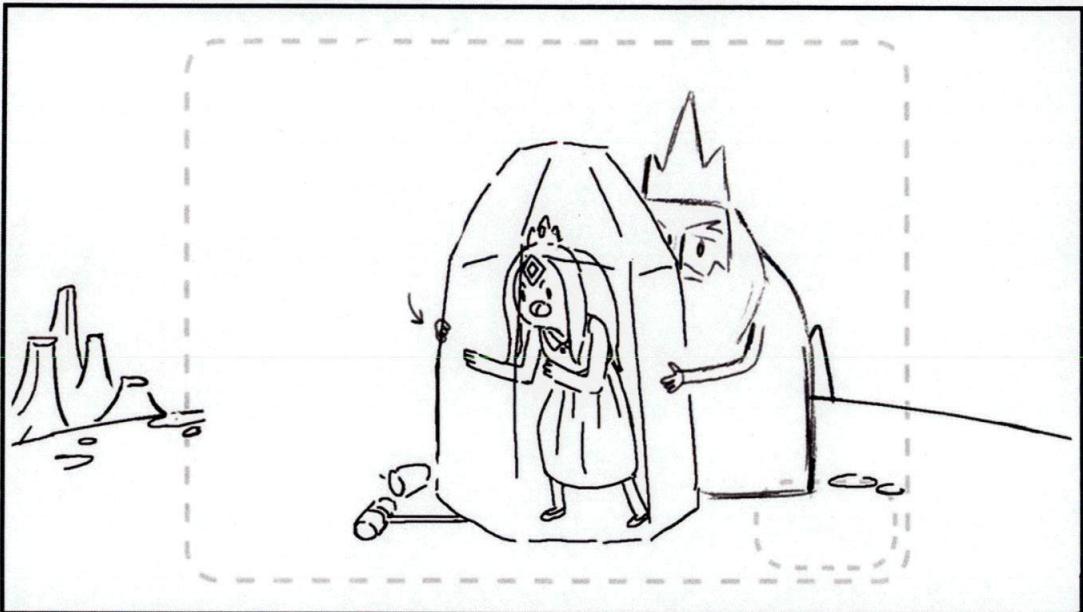
day night

Sc. 73 cont Pnl. O

Bg.

NO SC'S  
74-76

Page 139  
NO PG/40  
day night



Dialog:

IK / harrung!

Action:

-IK picks up FP.

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



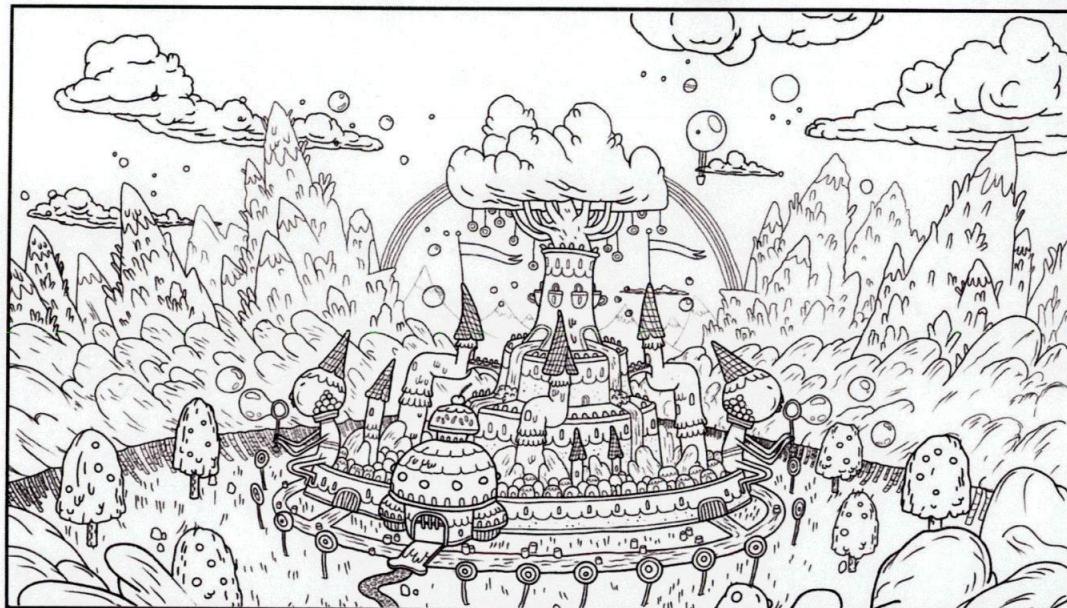
Page 141

Sc. 77

Pnl. A

Bg.

day night



Sc. 78

Pnl. A

Bg.

day night



1034/242

Dialog:

Action:

EXT. SHOT of candy kingdom

- PB IN CANDY KINGDOM ALLEY  
TAKING OUT TRASH

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

Sc. 78 cont Pnl. B

Bg.



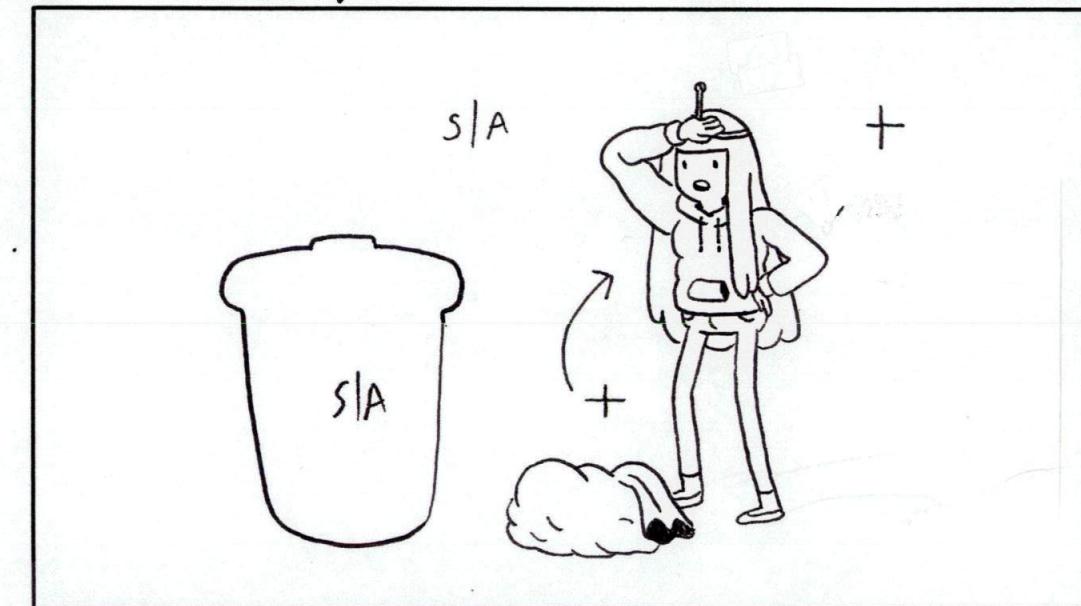
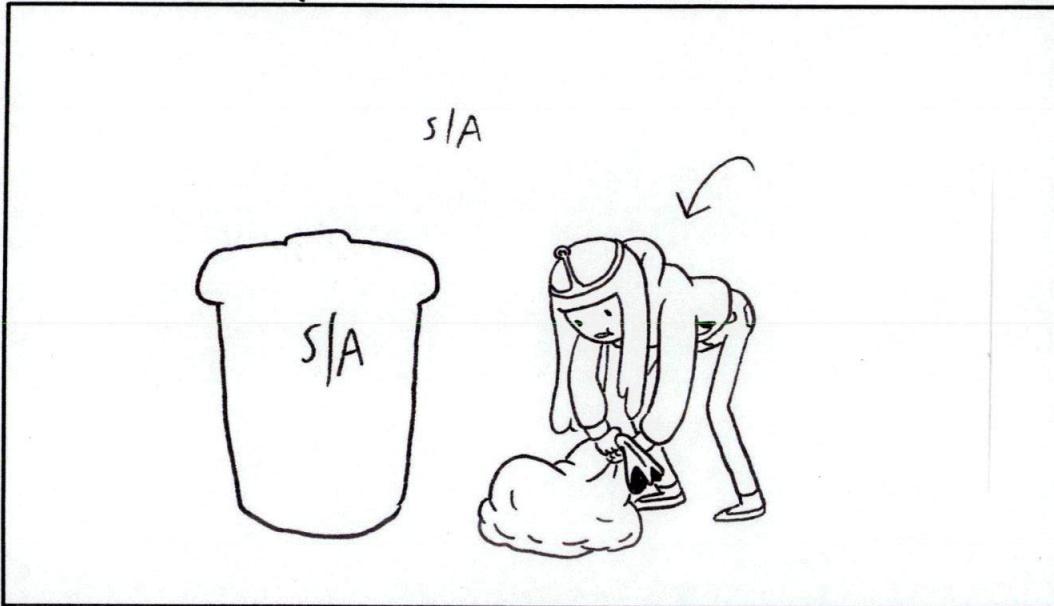
day night

Sc. 78 cont Pnl. C

Bg.

Page 142

day night



1034/242

Dialog:

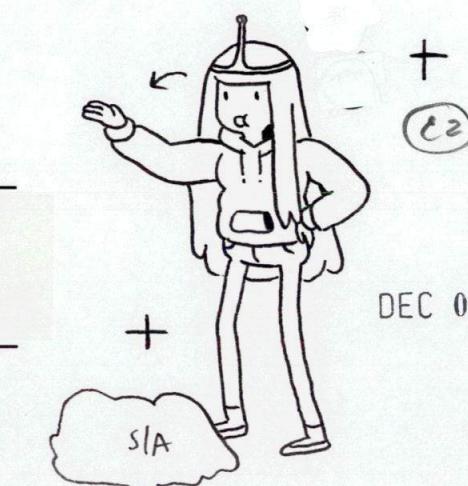
PRINCESS BUBBLEGUM: [SMALL SIGH]

Action:

- PB PUTS TRASH DOWN

- PB WIPES HER BROW

Timing:



DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

Sc. 78 cont Pnl. D

Bg.



day night

Sc. 79

Pnl. A

Bg.

Page 143

day night



Dialog:

SFX: (\* rattle rattle \*)

Action:

- PB NOTICES LID RATTLING

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034 / 242

1034 / 242

# ADVENTURE TIME



Page 144

Sc. 80

Pnl. A

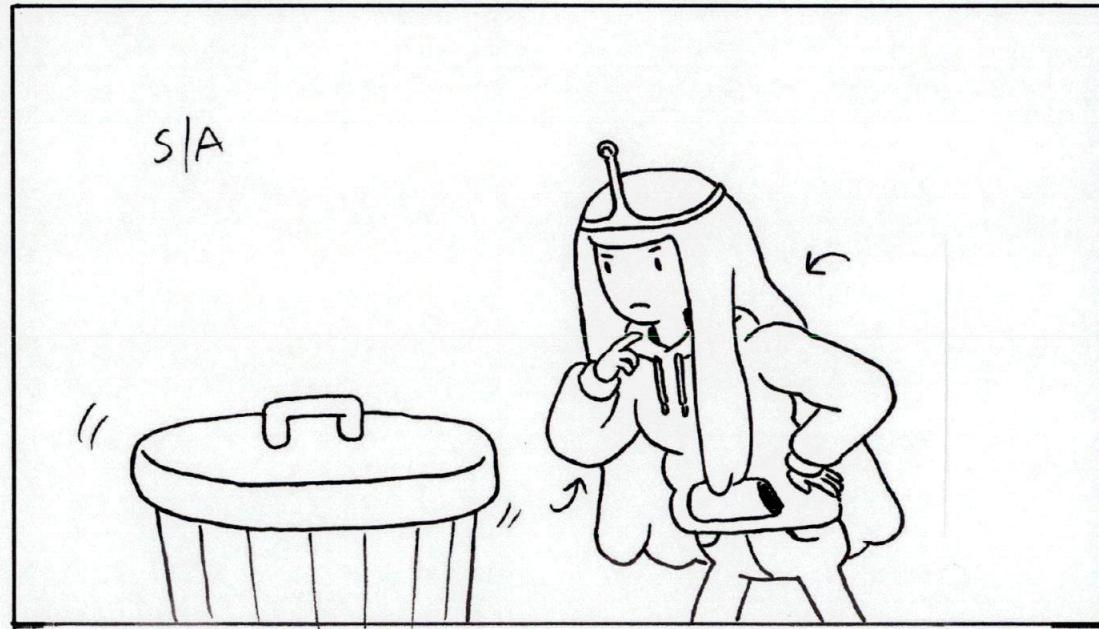
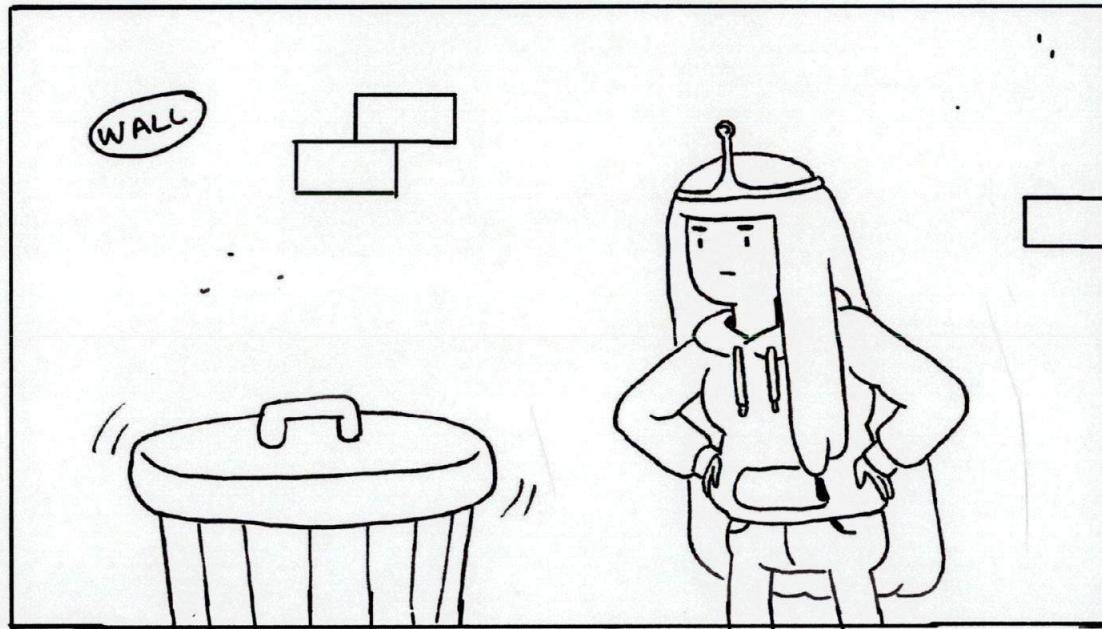
Bg.

day night

Sc. 80 cont Pnl. B

Bg.

day night



Dialog:

Action:

- SP
- lid rattles

- PB LEANS OVER TO LOOK
- lid rattles

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



145  
Page \_\_\_\_\_

Sc. 80 cont Pnl. C

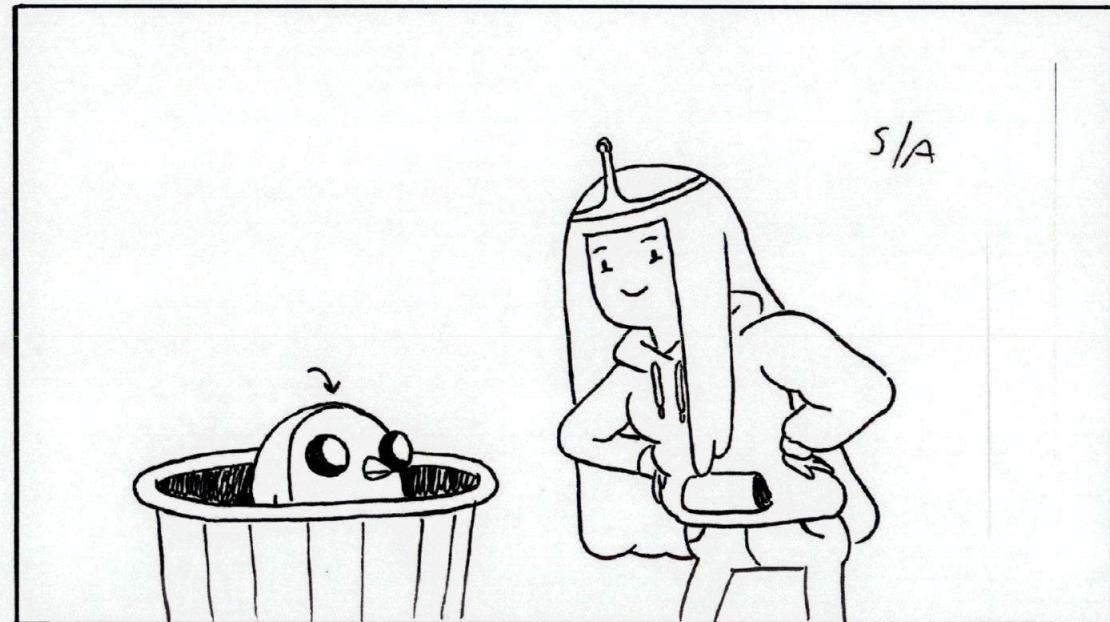
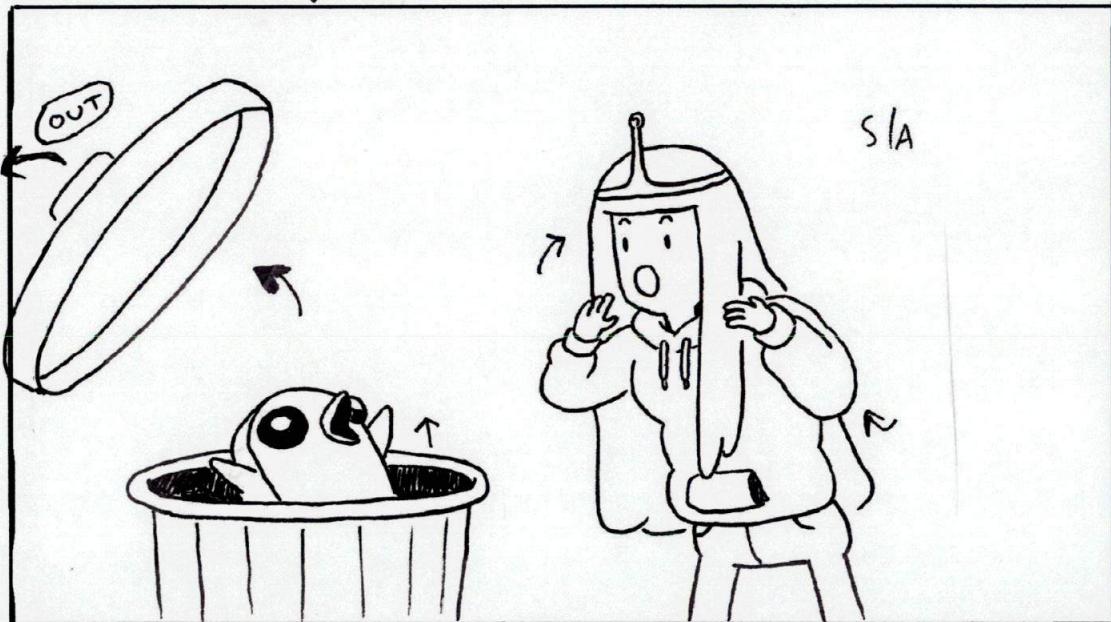
Bg.

day night

Sc. 80 cont Pnl. D

Bg.

day night



1034/242

Dialog:

SFX: \* KLANG \*

Action:  
- GUNTER POPS OUT  
- LID FLIES O/S

- PB REACTS & SMILES AT G.  
(RELIEVED/ OFF GUARD)

DEC 02 2015

Timing:

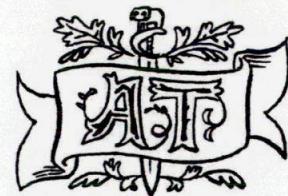
Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Page 146

Sc. 80 cont Pnl. E

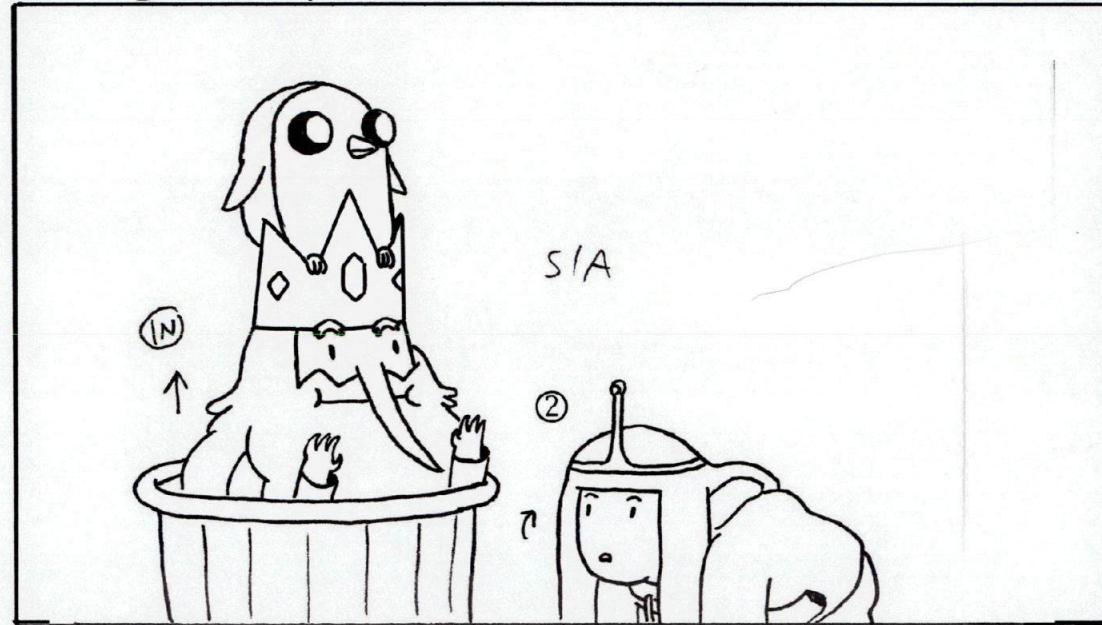
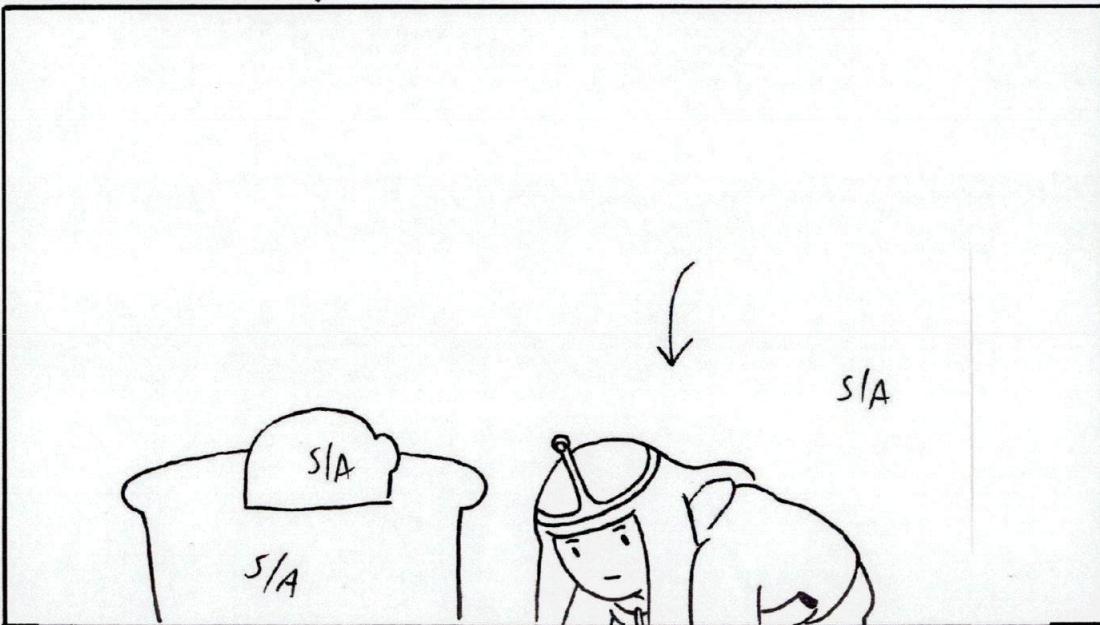
Bg.

day night

Sc. 80 cont Pnl. F

Bg.

day night



Dialog:

Action:  
- PB BENDS OVER TO PICK UP THE  
BAG OF TRASH o/s

- IK POPS IN FROM BOTTOM OF TRASH CAN  
- PB LOOKS UP DEC 03 2011

Timing:

EPISODE # 1034-242

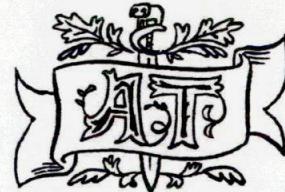
Production:

1034.242

1034/242

1034/242

# ADVENTURE TIME



147  
Page

Sc. 80 cont Pnl. G

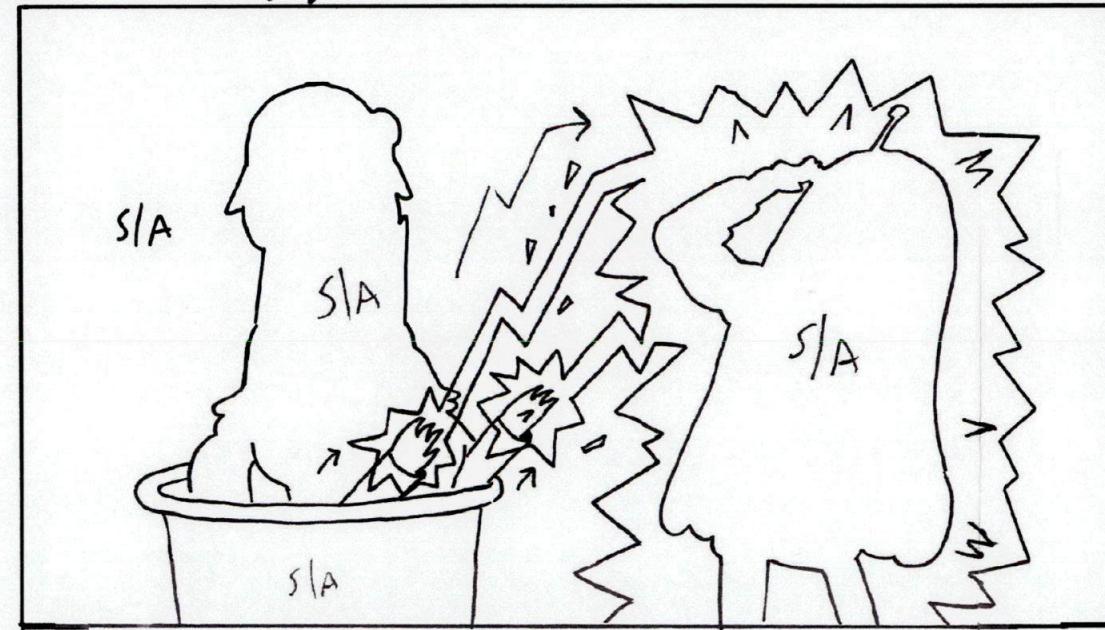
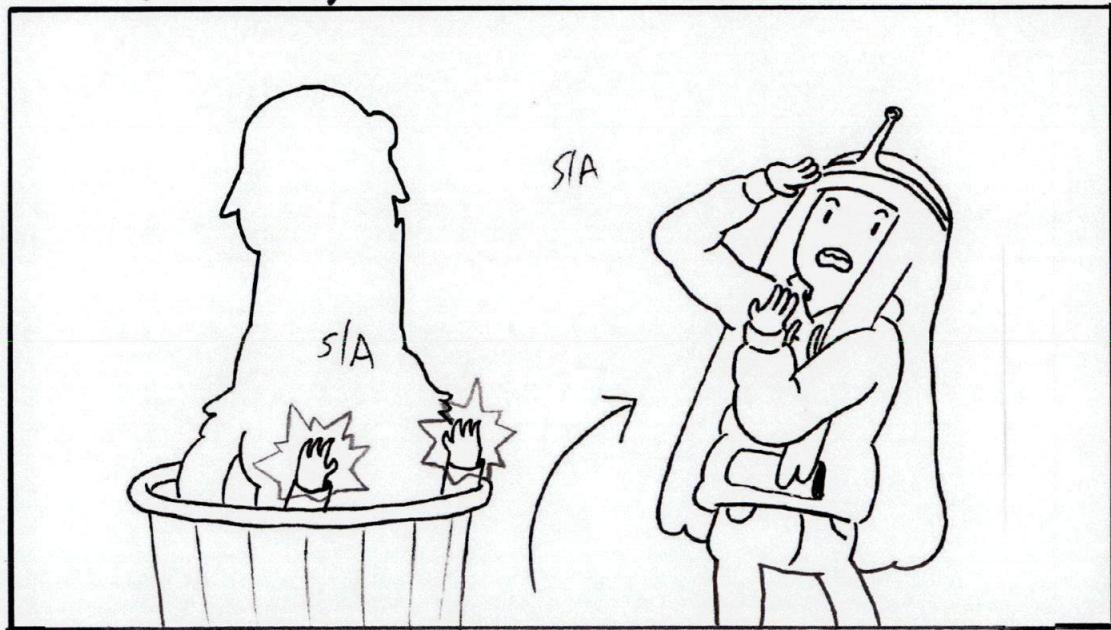
Bg.

day night

Sc. 80 cont Pnl. H

Bg.

day night



1034/242

Dialog:

SFX: \* SFSHH \*

Action:  
- PB STANDS & TRIES TO BLOCK  
- IK WARMS UP ICE POWER

- IK ICE BLASTS PB

DEC 02 2015

Timing:

Production:

1034-242

1034/242

1034/242

# ADVENTURE TIME



148  
Page \_\_\_\_\_

Sc. 80 cont Pnl. I

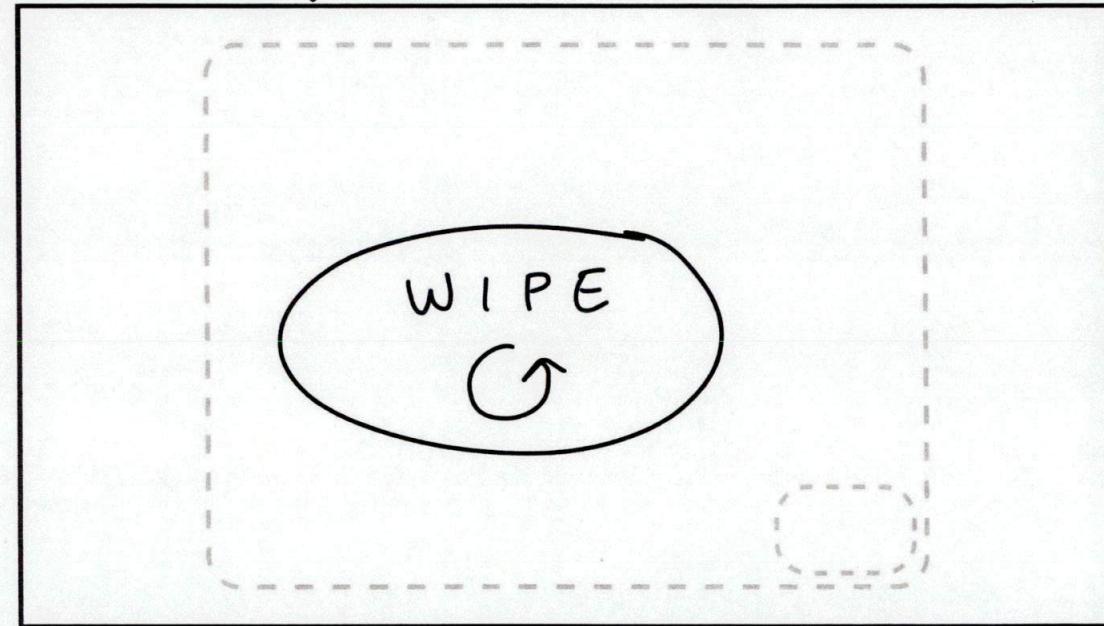
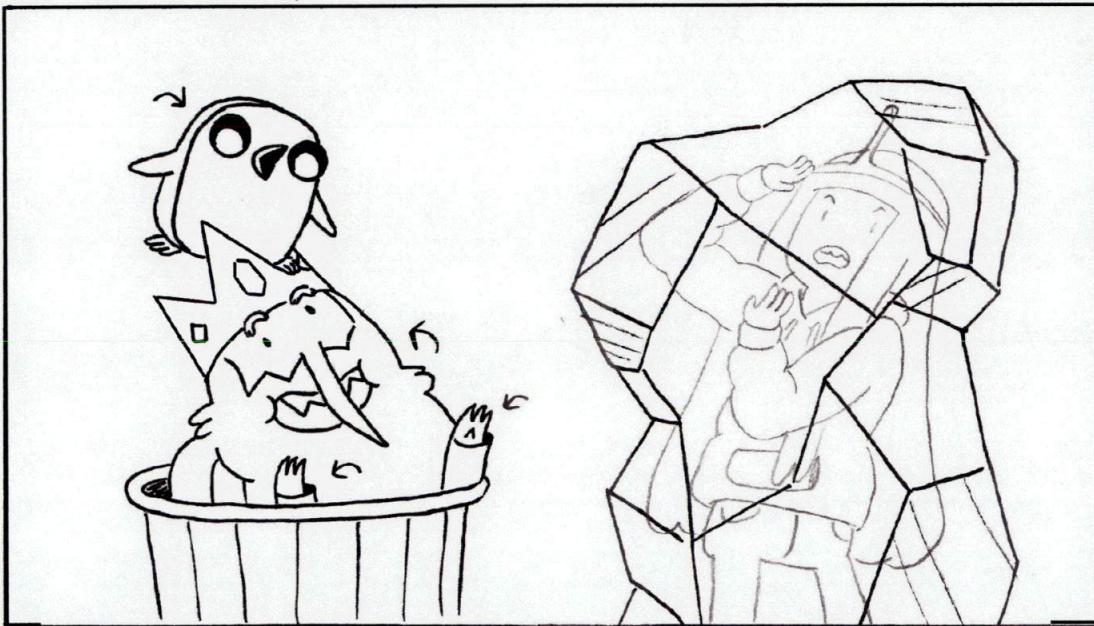
Bg.

day night

Sc. 80 cont Pnl.

Bg.

day night



1034/242

Dialog:

Action:  
- LK & GUNTER LOOK AT EACH OTHER  
- PB ENCASED IN ICE.

DEC 02 2015

Timing:

EPISODE #

Production:

1034-242

1034/242

1034/242

# ADVENTURE TIME

Sc. 81

Bg.

Bg.



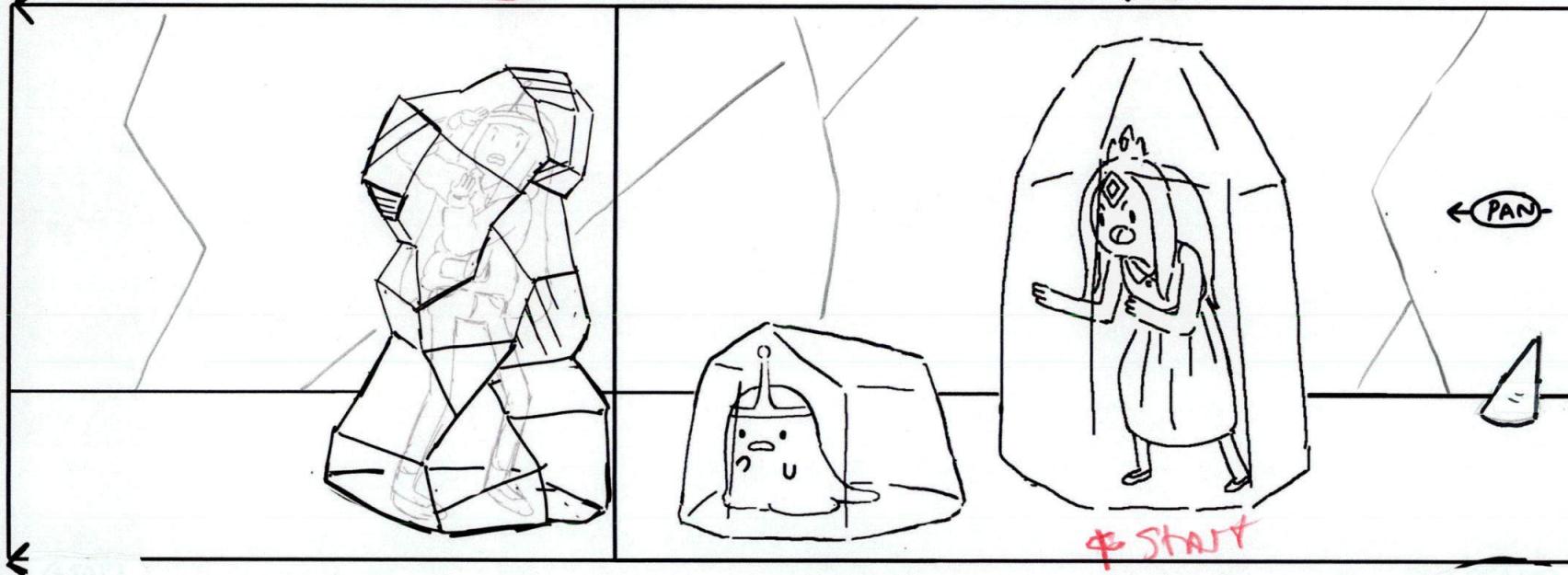
A

Pnl.

Page 149

day night

Bg.



Dialog:  
P: Aw Nice work, hon.  
(o/s)

Action:  
- PAN ACROSS FROZEN PRINCESSES.

DEC 02 2015

Timing:

Production:

1034-242

EPISODE #

1034 / 242

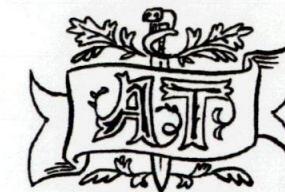
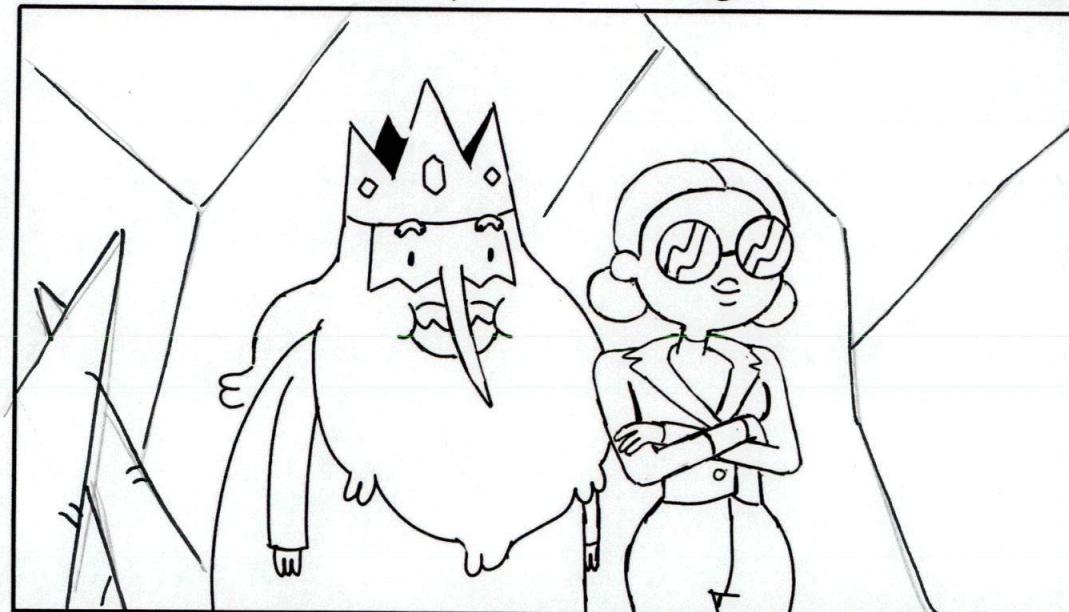
1034 / 242

# ADVENTURE TIME

Sc. 82

Pnl. A

Bg.



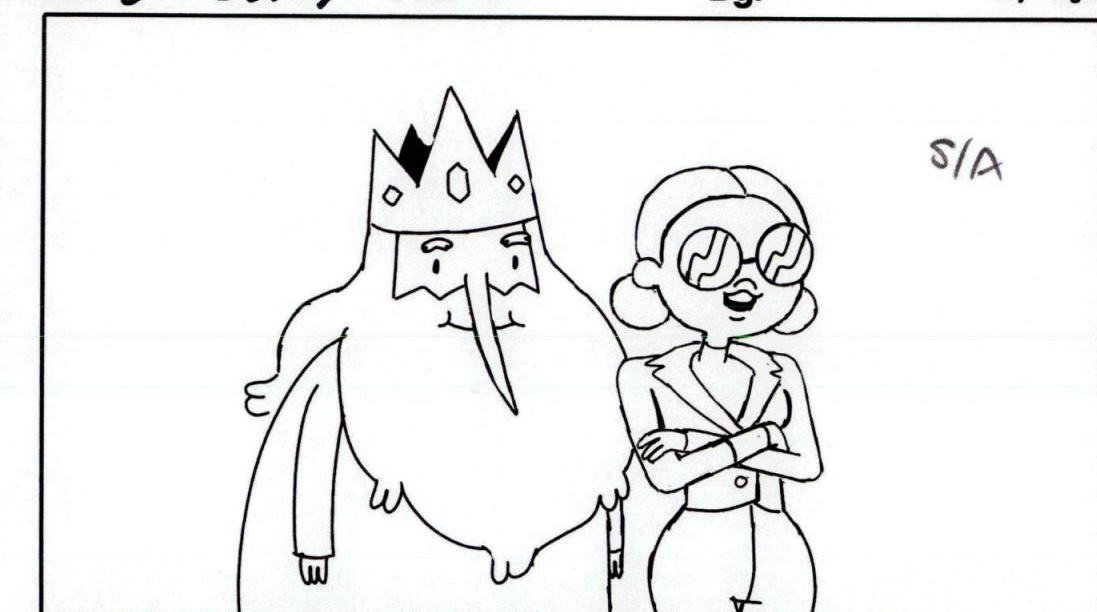
day night

Sc. 82 cont Pnl. B

Bg.

Page 150

day night



Dialog:

IK: Thanks!

P: The pink one, how old is she?

Action:

DEC 02 2015

Timing:

Production:

1034/242

1034 / 242

EPISODE # 1034-242

1034 / 242

# ADVENTURE TIME

Sc. 82 cont Pnl. C

Bg.



day night

Sc. 82 cont Pnl. D

Bg.

Page 151

day night



1034/242

Dialog:  
P: Like 18? 19?

LK: Uh... yeah... sort of...

Action:

DEC 02 2015

Timing:

Production:

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 82 cont Pnl. E

Bg.



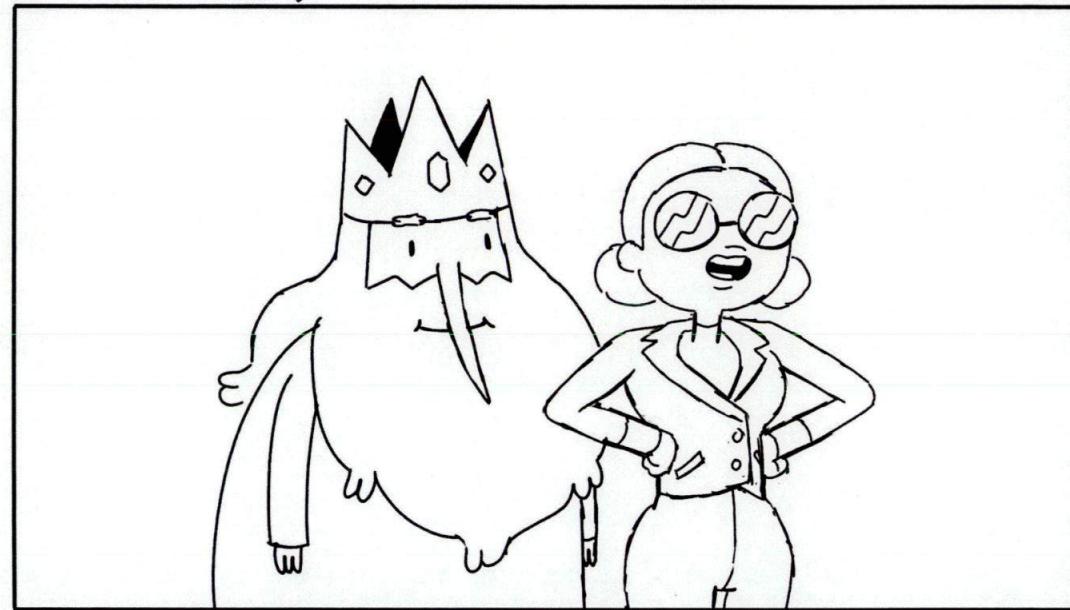
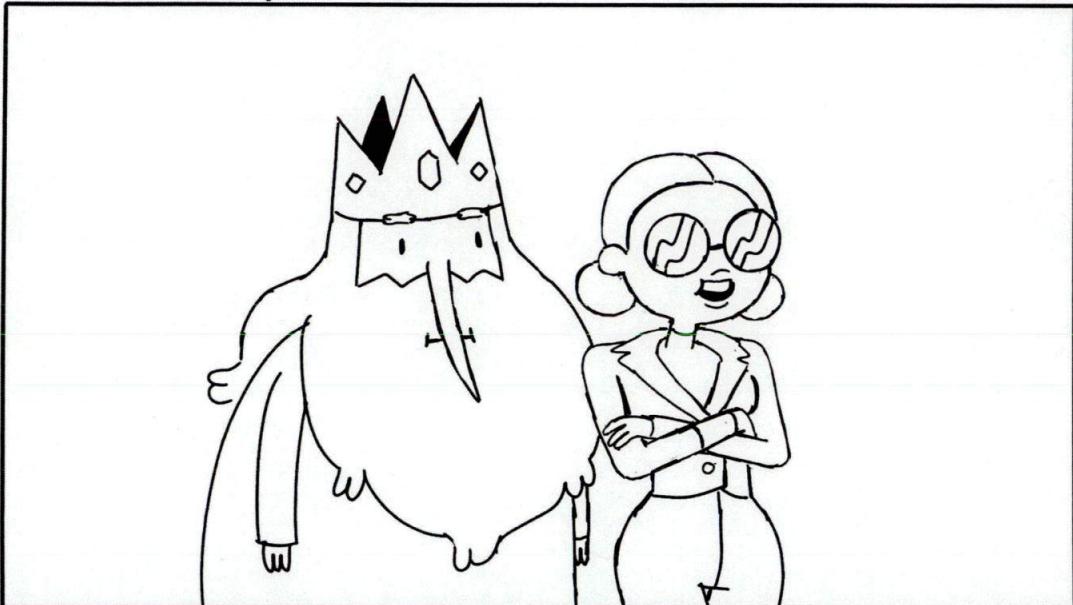
day night

Sc. 82 cont Pnl. F

Bg.

Page 152

day night



Dialog: P: heh, I remember being 18. I'm 28. Lech. P: Okay, I wanna talk to 'em.

Action:



DEC 02 2015

Timing:

Production:

1034-242

1034/242

1034/242

1034/242

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 82 cont Pnl. G

Bg.



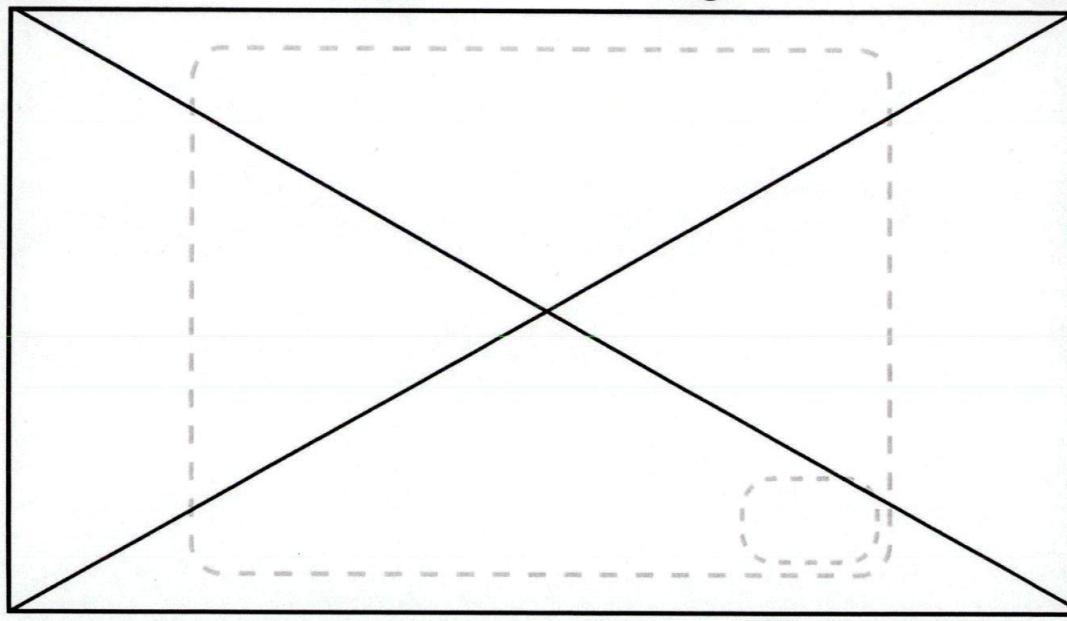
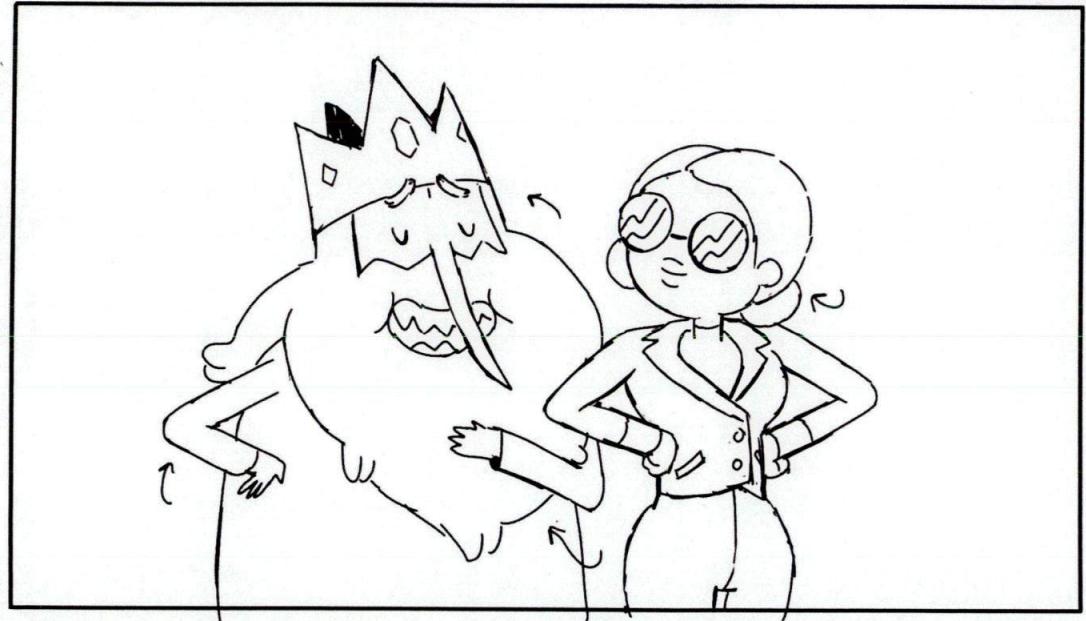
day night

Sc.

Pnl.

Bg.

Page 153



Dialog:  
IK: Allowwww me!

Action:

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

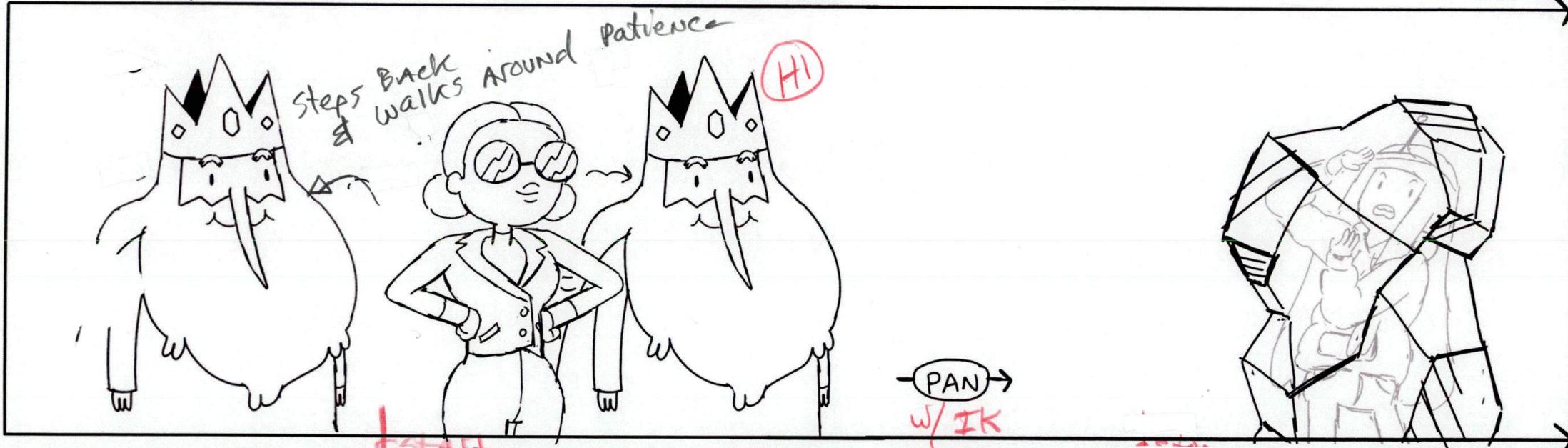
# ADVENTURE TIME



Page 154

Sc. 82 cont Pnl. H

day night



Dialog:

Action:

CAM ADJ →

-IK WALKS OVER TO PB's ice block  
-camera follows IK

DEC 02 2013

Timing:

1034-242

EPISODE #

Production:

1034/242

1034/24?

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 82 cont Pnl. I

Bg.



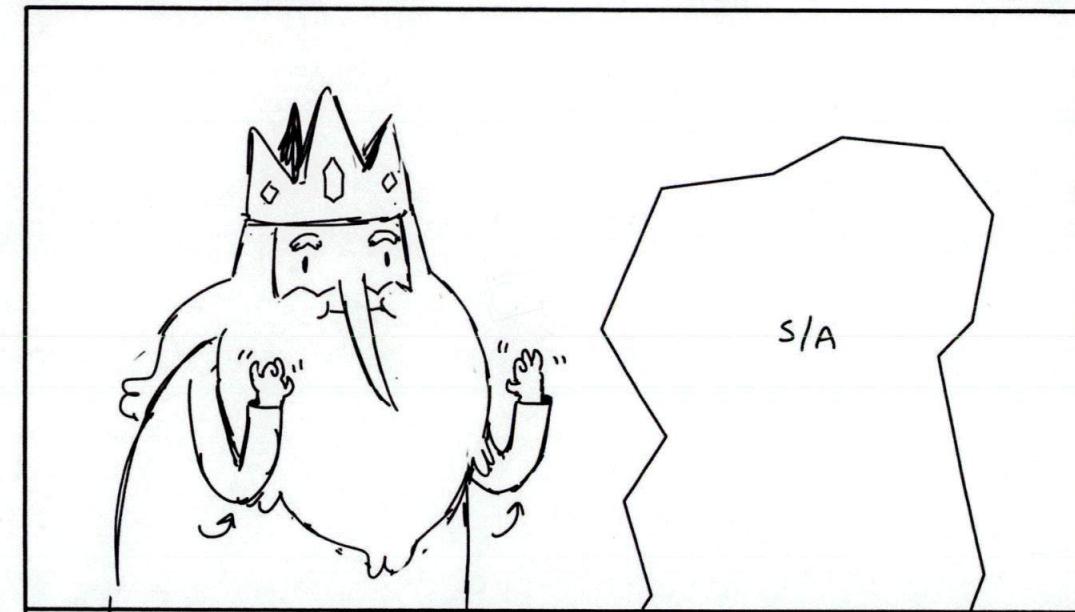
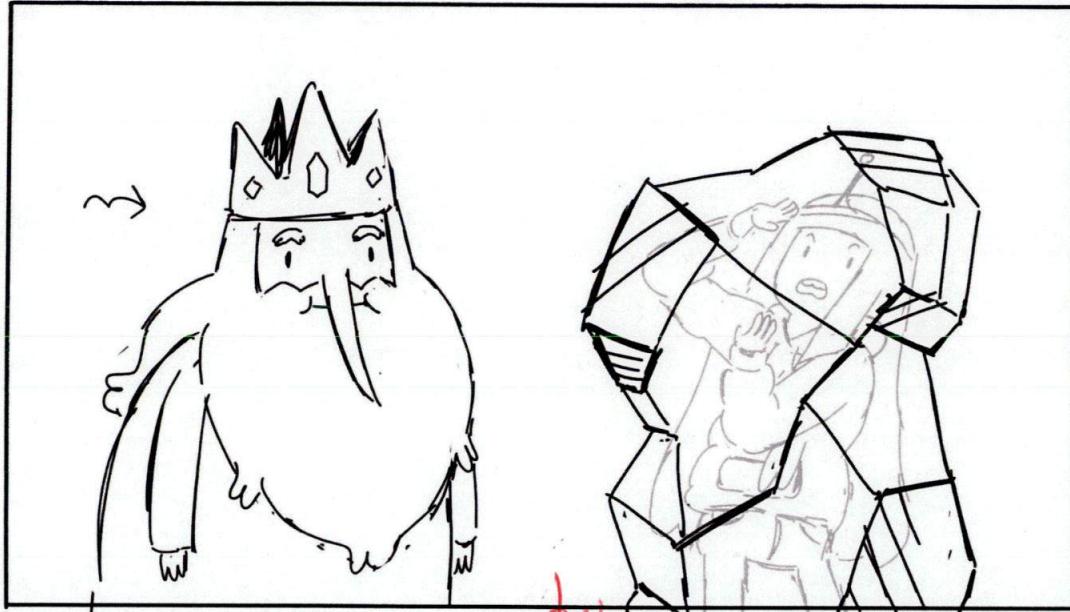
day night

Sc. 82 cont Pnl. J

Bg.

Page 155

day night



Dialog:

stop

Action:

- END PAN
- IK WALKS OVER TO FROZEN PB

- IK WIGGLES HIS FINGERS  
TO STRETCH 'EM OUT

DEC 02 2015

- FINGER WIGGLE CYCLE



Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

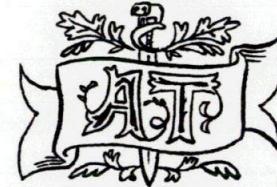
1034/242

©2011 This material is the property of the Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 82 cont Pnl. K

Bg.



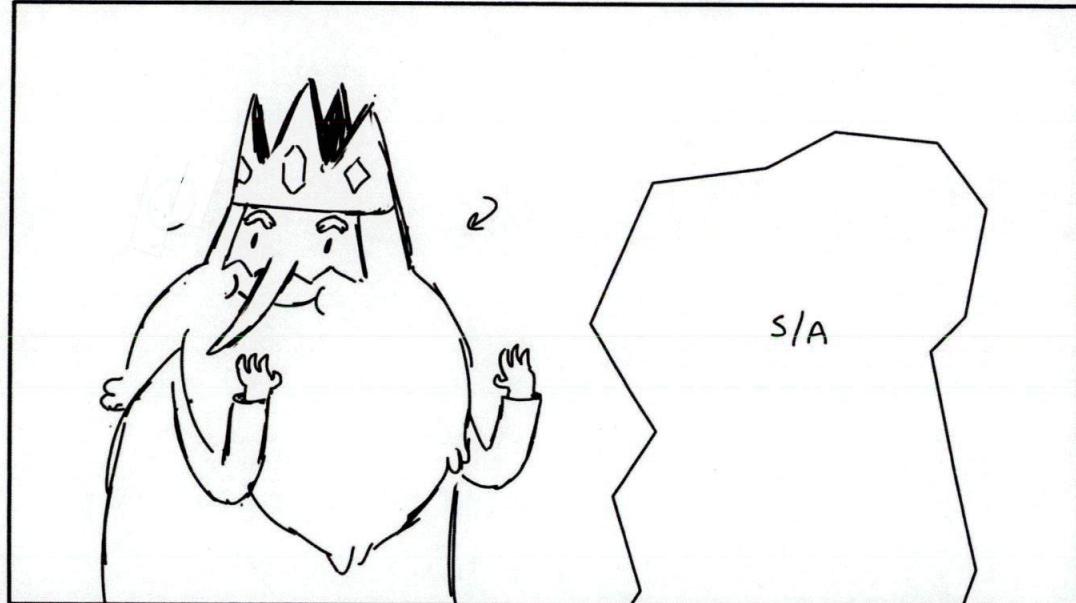
day night

Sc. 82 cont Pnl. L

Bg.

Page 156

day night



Dialog:

SPX: \*VRMM\*

Action:

- IK TURNS TO LOOK BACK AT P.
- WAGGLES EYEBROWS

- IK STARTS UP ICE MAGIC

DEC 02 2015

Timing:



Production:

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 157

Sc. 82 cont Pnl. M

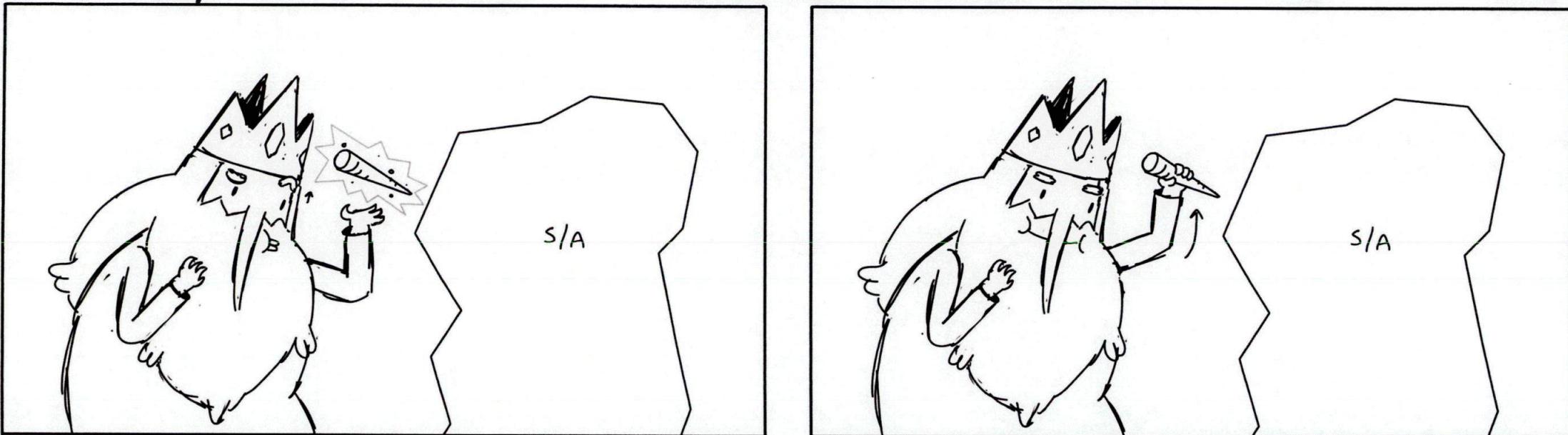
Bg.

day night

Sc. 82 cont Pnl. N

Bg.

day night



Dialog:

SFX:  
\* SHNK \*

Action: -IK MAKES AN ICICLE CHISEL

- IK GRABS CHISEL

DEC 02 2015

Timing:

Production:

1034/242

# ADVENTURE TIME



Page 158

Sc. 82 cont Pnl. 0

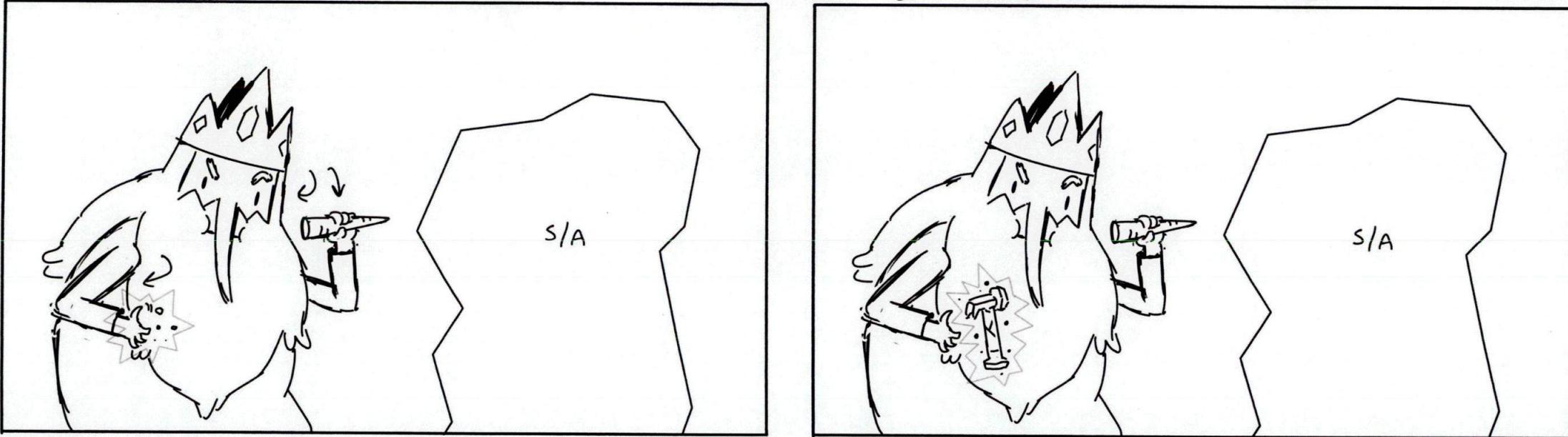
Bg.

day night

Sc. 82 cont Pnl. P

Bg.

day night



Dialog:

SFX:

A SHNK A

Action: -IK WARMS UP MAGIC

- MAKES AN ICE HAMMER

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

# ADVENTURE TIME

Sc. 82 cont Pnl. Q

Bg.



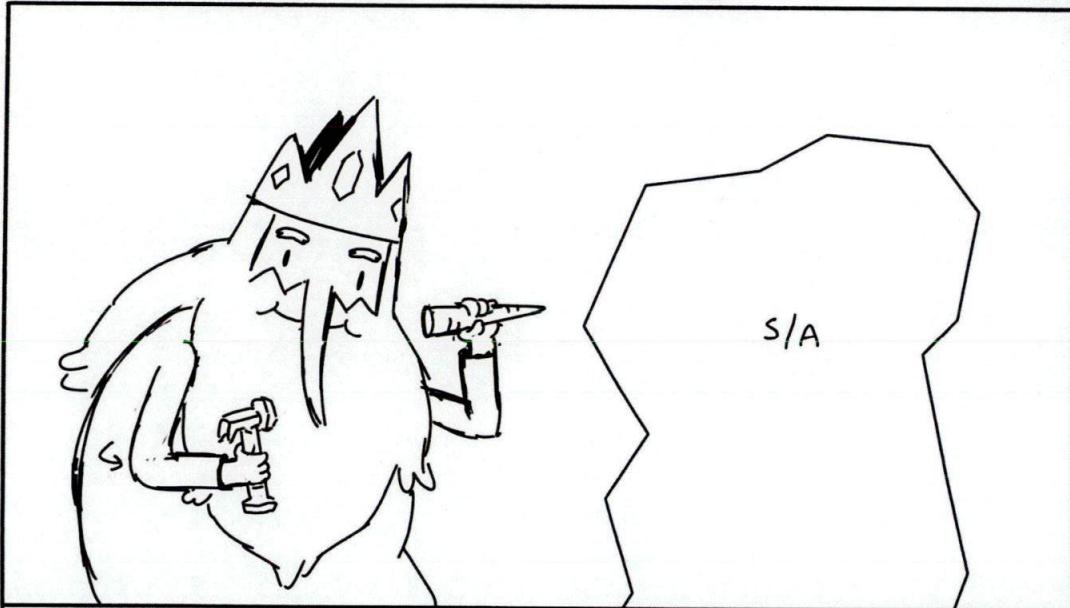
day night

Sc. 82 cont Pnl. R

Bg.

159  
Page \_\_\_\_\_

day night



Dialog:

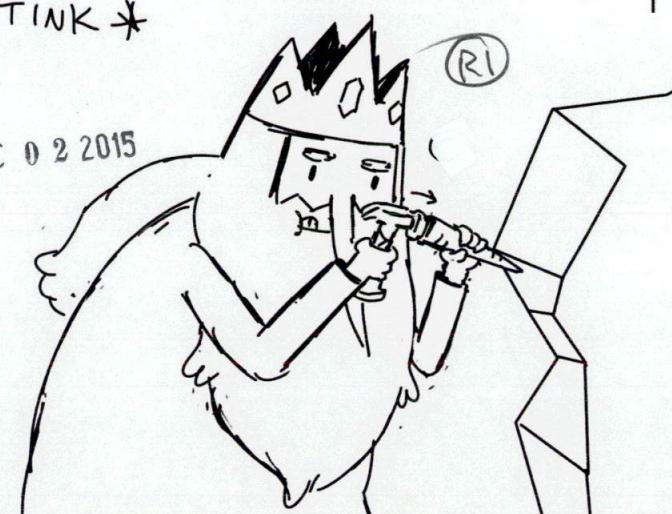
SFX: \*TINK TINK... TINK\*

Action: - IK GRABS HAMMER

- IK STARTS  
TAPPING CAREFULLY  
AT PB'S ICE BLOCK  
W/HAMMER + CHISEL

DEC 02 2015

- TAP CYCLE



Timing:

Production:

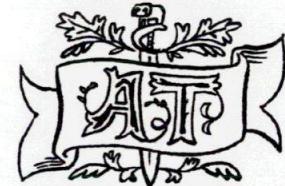
1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 160

Sc. 82 cont Pnl. S

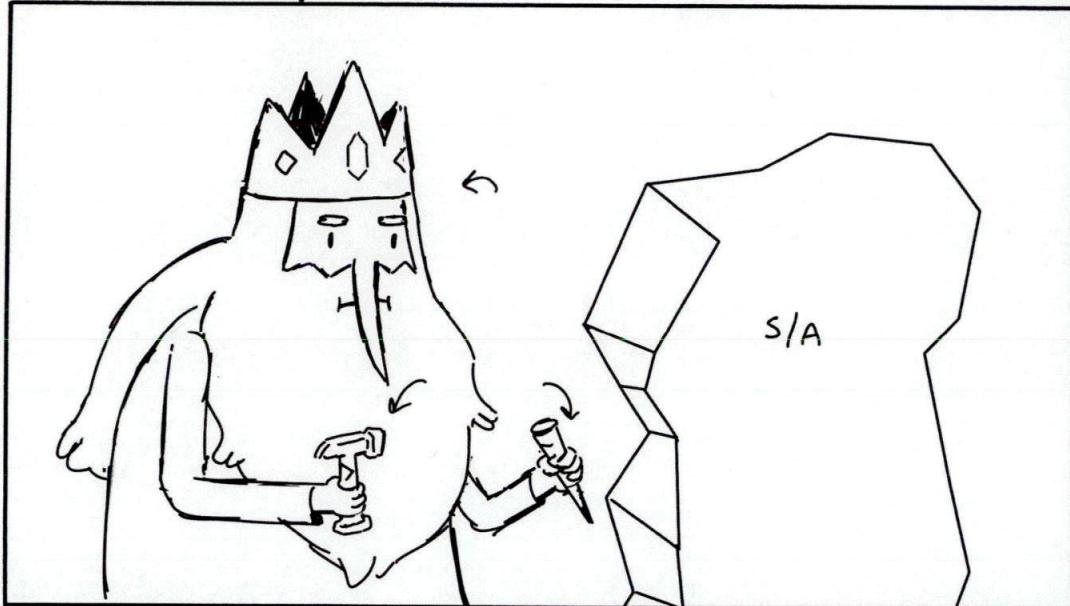
Bg.

day night

Sc. 82 cont Pnl. T

Bg.

day night



Dialog: IK: Hmm...

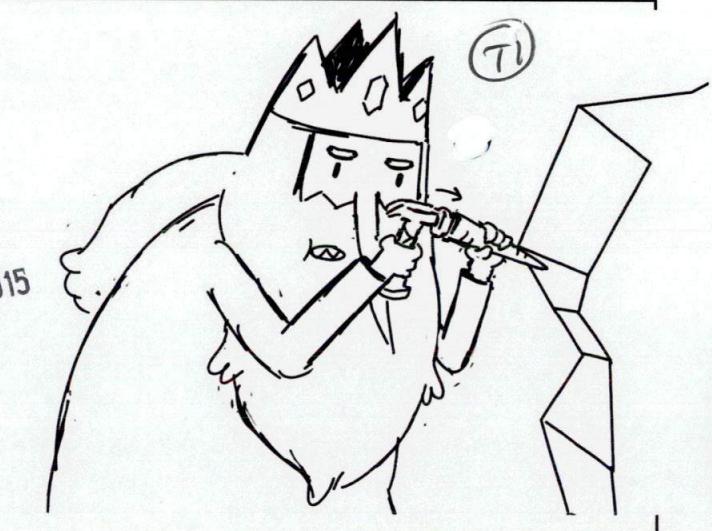
SFX: \*TINK TINK\*

Action:

- IK TAPS AT ICE  
BLOCK DEC 02 2015

Timing:

- TAP CYCLE  
↑ ↓

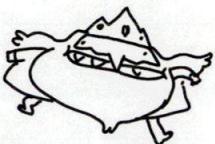


Production:

1034-242

1034/242

1034/242



# ADVENTURE TIME

Sc. 82 cont Pnl. U

Bg.



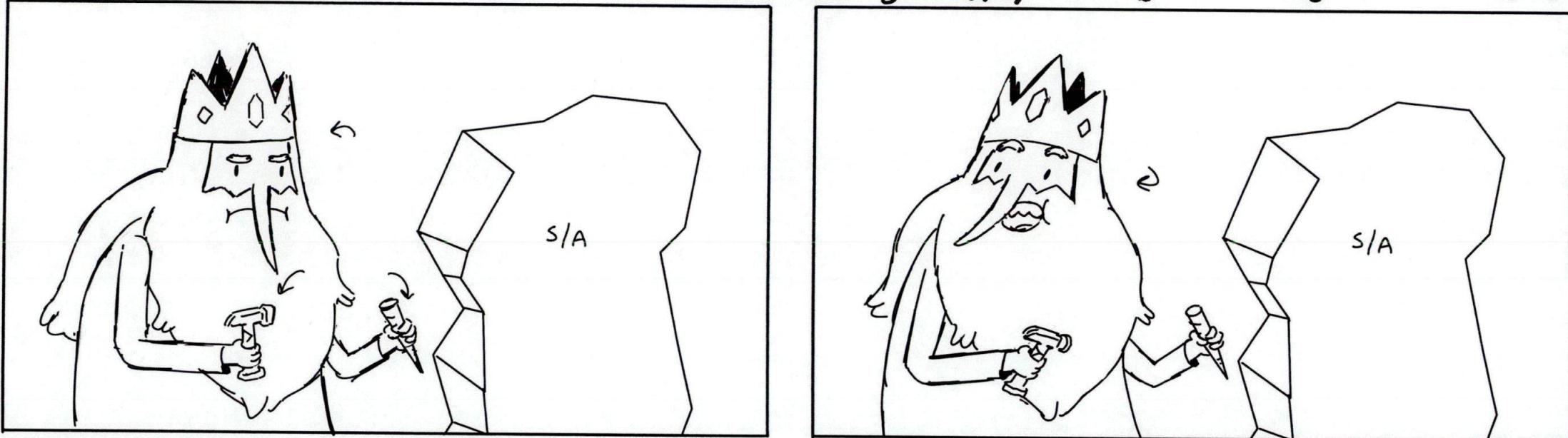
day night

Sc. 82 cont Pnl. V

Bg.

Page 161

day night



Dialog:

IK: Hmm.

IK: Gotta be careful

Action:

- IK TURNS TO P.

Timing:

DEC 02 2015

Production:

1034-242

EPISODE #

1034/242

1034/242

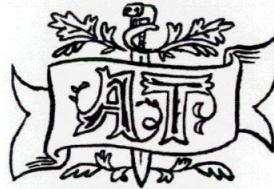
1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 82 cont Pnl. W

Bg.



day night

Sc.

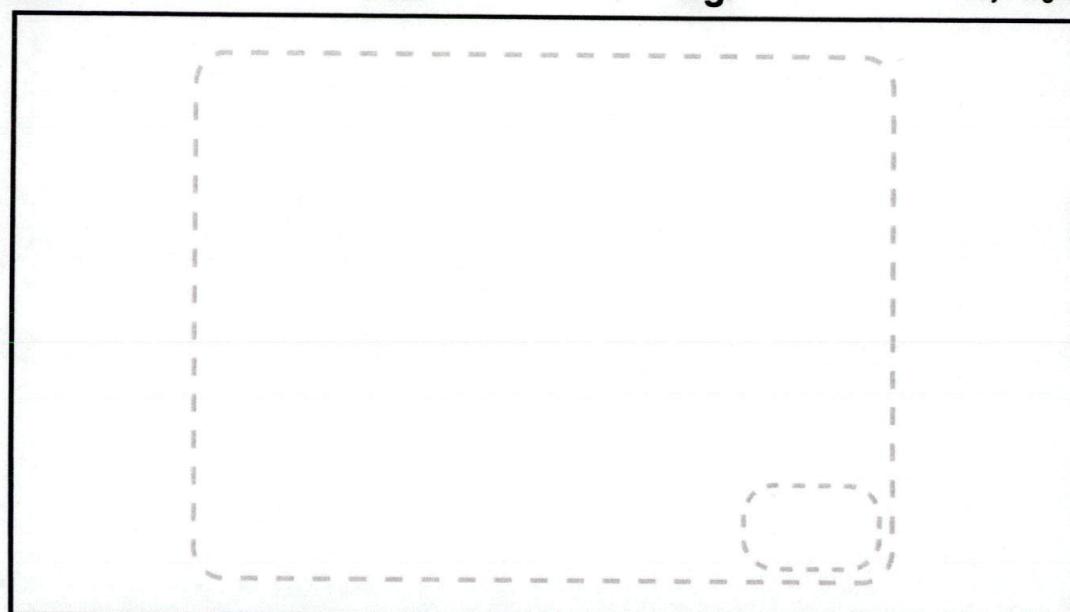
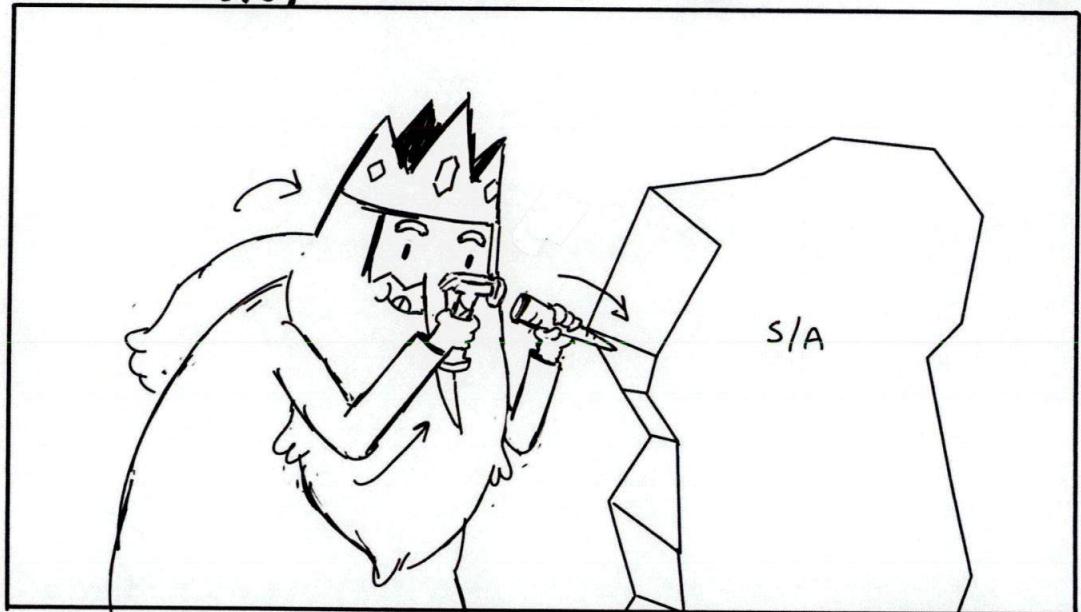
Page

162

Pnl.

Bg.

day night



Dialog:

SFX: \*TINK TINK\*

Action:

- IK TAPS AT ICE  
BLOCK VERY  
GINGERLY.

Timing:

- TAP CYCLE



DEC 02 2015

Production:

EPISODE # 1034-242

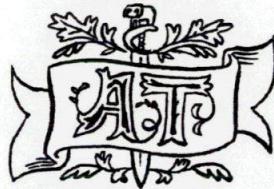
1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 83

Pnl. A

Bg.

day night



Sc. 83 cont

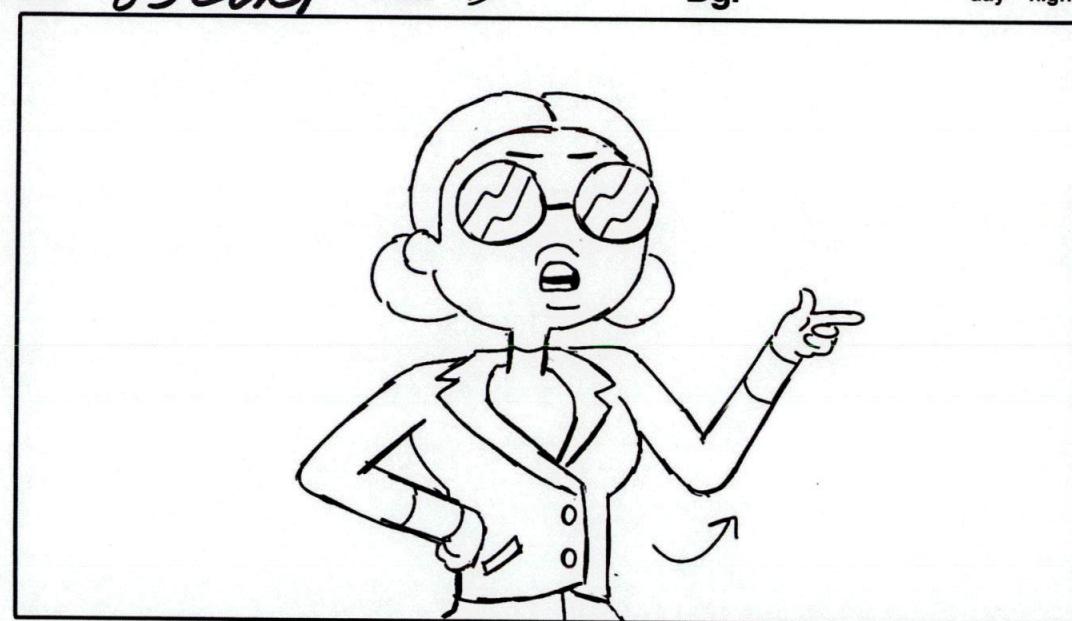
Pnl. B

Bg.

Page

163

day night



**Dialog:**

SFX: \* TINK - TINK - TINK \*

P: All right, outta the way, Bernini.

**Action:**

DEC 02 2015

**Timing:**

**Production:**

1034/242

EPISODE # 1034-242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 83 cont Pnl. C

Bg.



day night

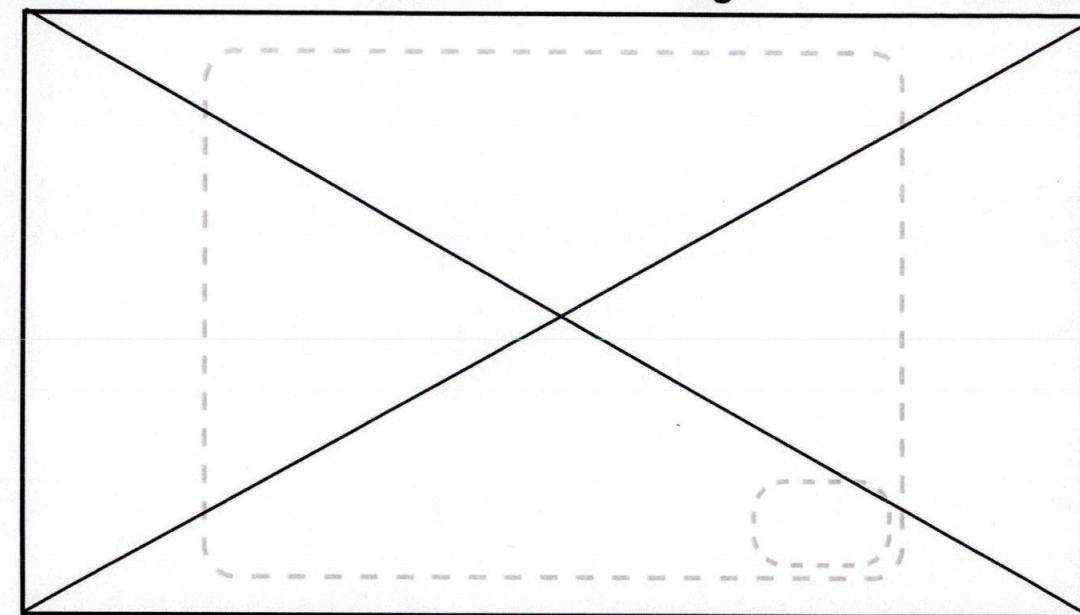
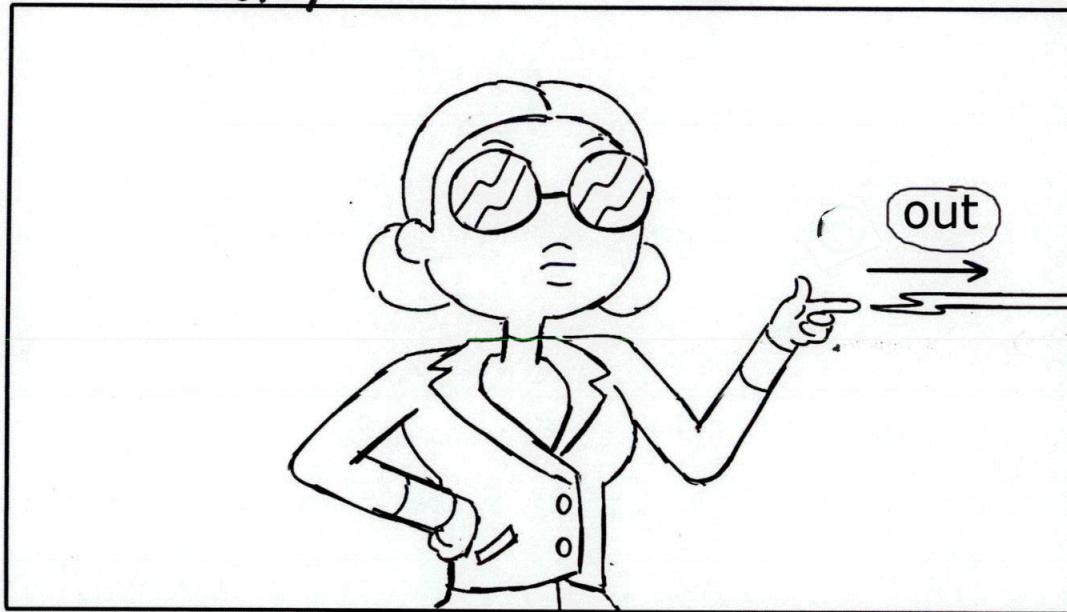
Sc.

Pnl.

Bg.

Page

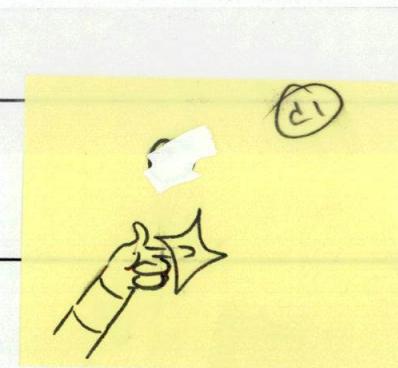
164



Dialog:

Action:

<ice zap>



DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

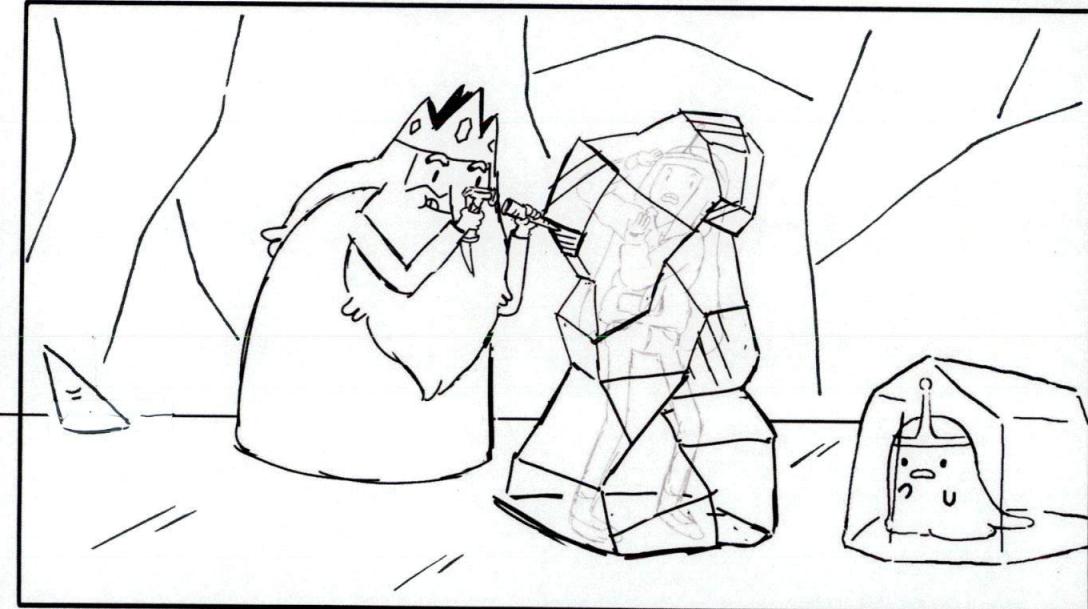
Sc. 84

Pnl. A

Bg.



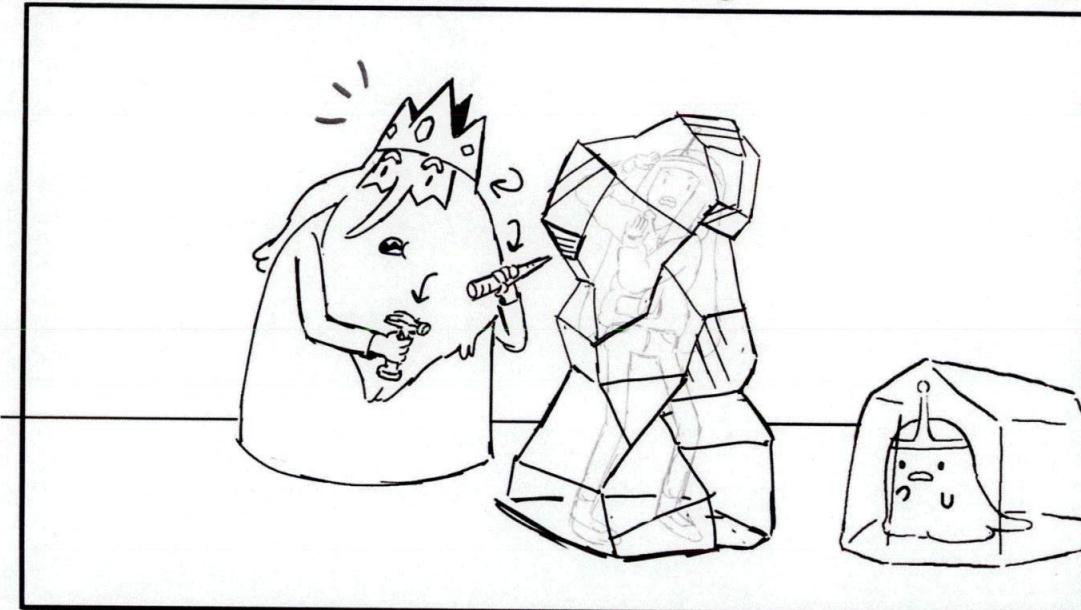
day night



Sc. 84 cont Pnl. B

Bg.

day night



Dialog:

Action:

(SP)

-IK LOOKS BACK AT PATIENCE

DEC 02 2015

Timing:

EPISODE #

Production:

1034/242

1034/242

Page 165

day night

1034/242

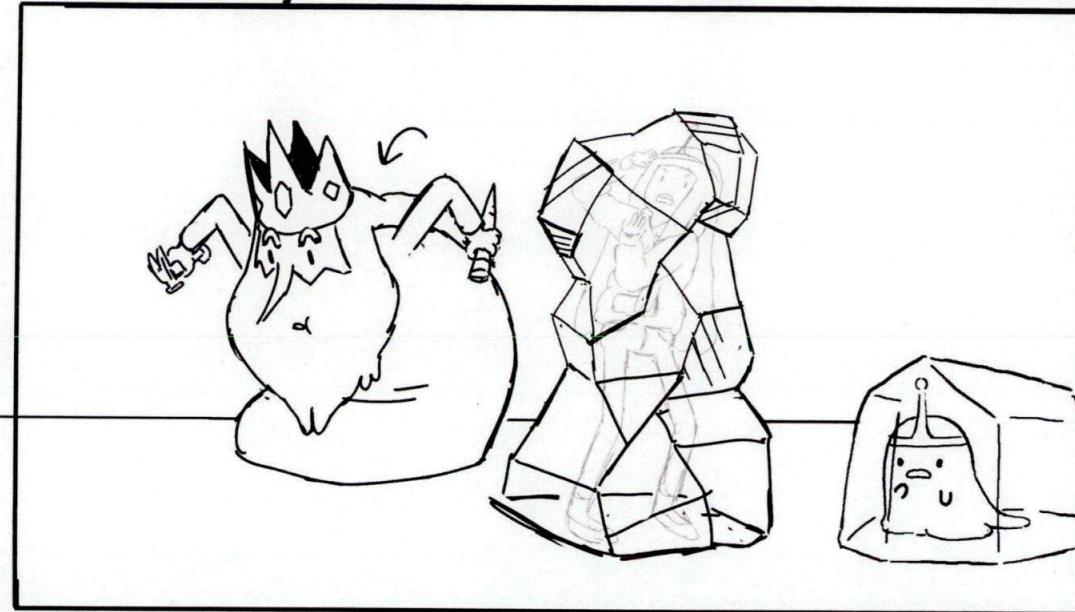
# ADVENTURE TIME

Sc. 84 cont Pnl. C

Bg.

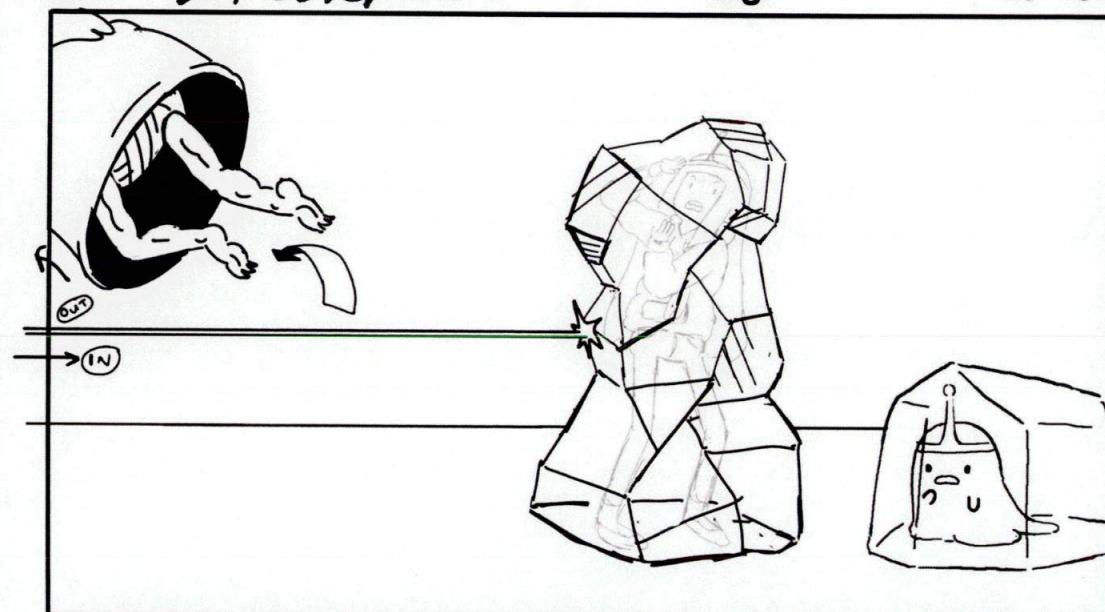


day night



Sc. 84 cont Pnl. D

Bg.



Page 166

day night

Dialog:

SFX: <bzzzzz>

Action:

ANTIC

- IK LEAPS OUT AS P'S ICE ZAP COMES IN

DEC 02 2015

Timing:

Production:

1034-242

1034/242

1034/242

# ADVENTURE TIME

Sc. 84 cont Pnl. E

Bg.



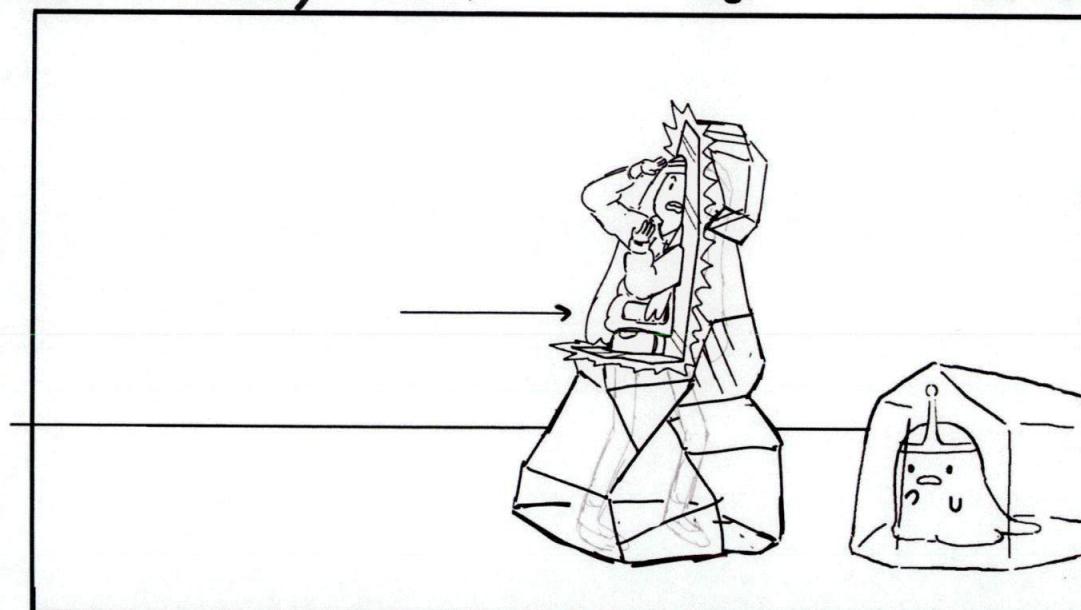
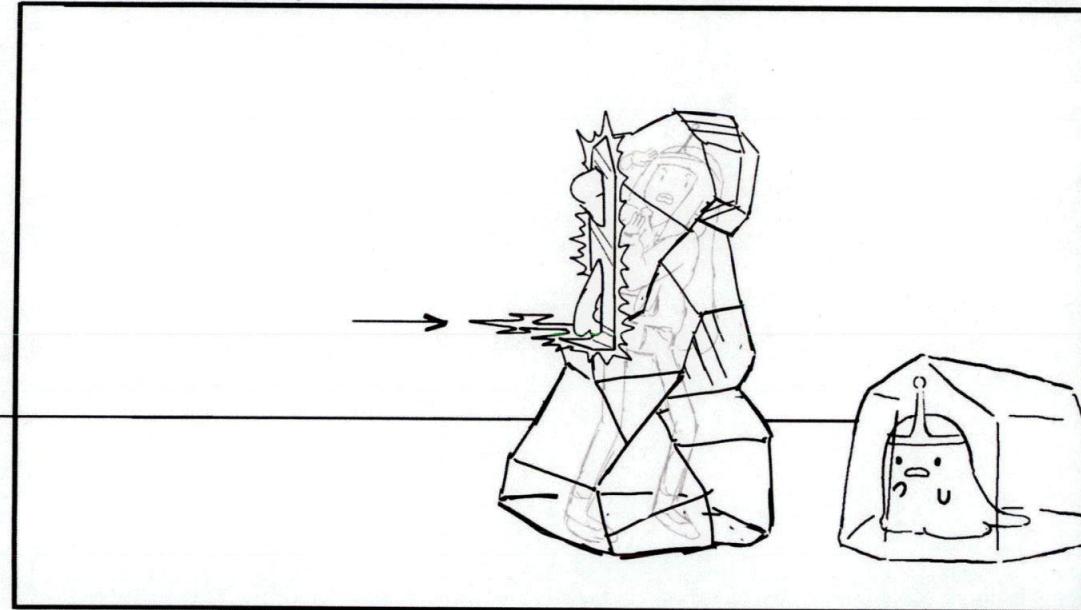
day night

Sc. 84 cont Pnl. F

Bg.

Page 167

day night



Dialog:

SFX: <bzzzzzz>

Action:

-ICE RETRACTS IN AN  
ELEGANT WAY.

DEC 02 2015

Timing:

Production:

1034-242

1034/242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 84 cont Pnl. G

Bg.



day night

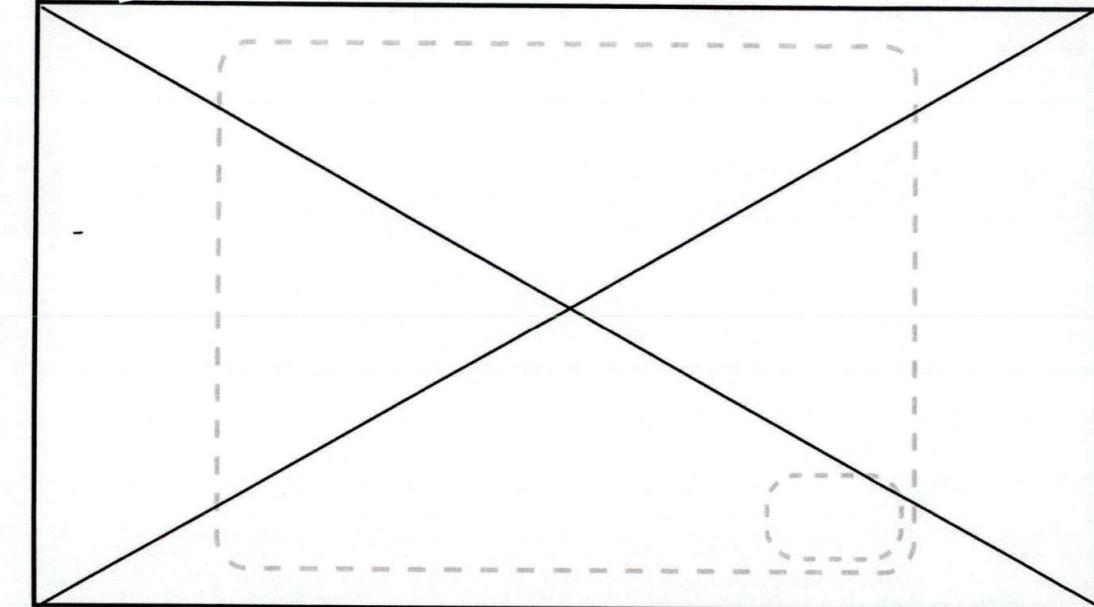
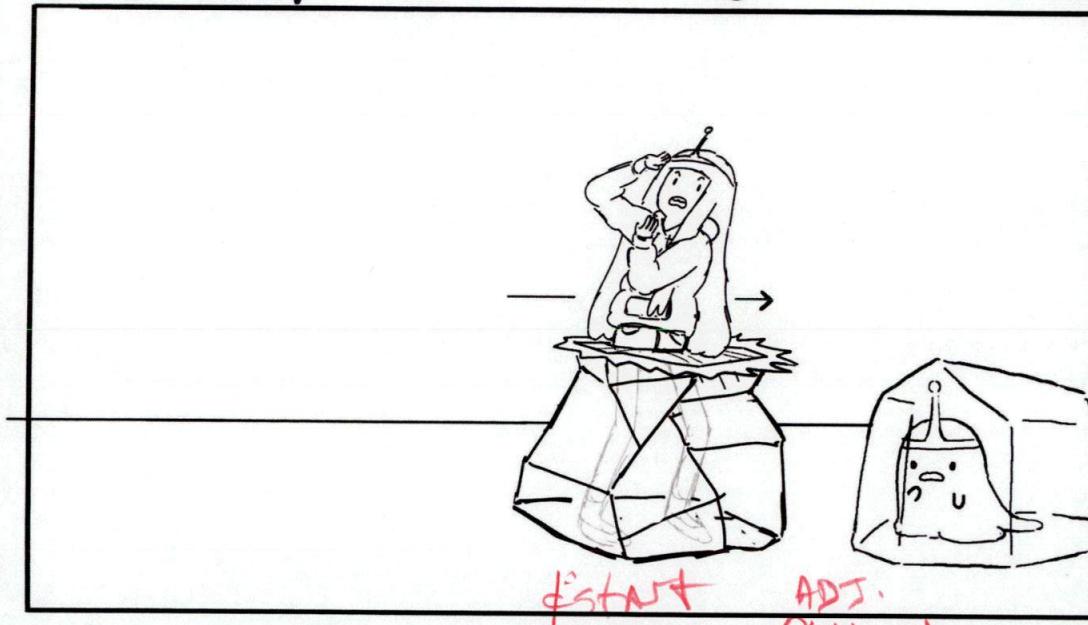
Sc.

Page 168

Pnl.

Bg.

day night



Dialog:

SFX: <bzzzzzz>

Action:

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

Sc. 84 cont

Bg.



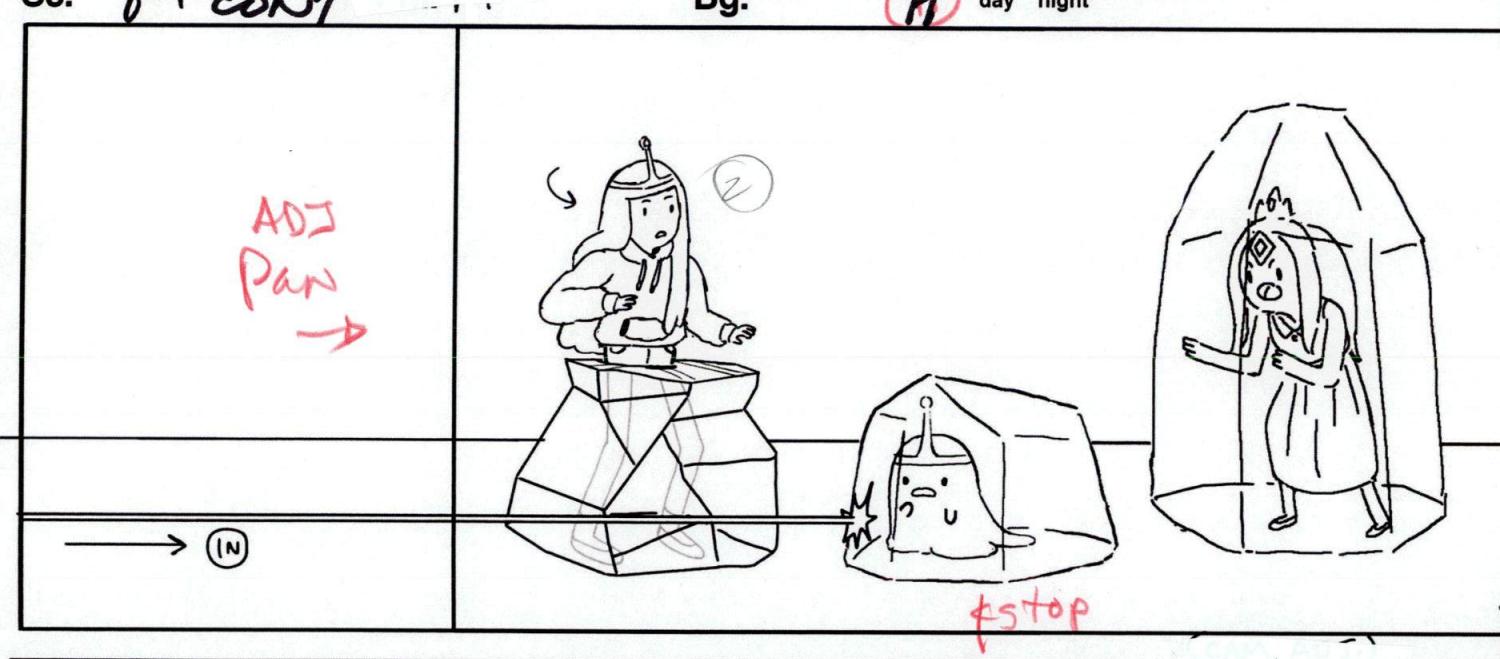
(H)

day night

Page

169

day night



Dialog:

SFX: <bzzzzzz>

Action:

- CAM ADJ

- P. ICE ZAPS SLIME PRINCESS

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Sc. 84 conf Pnl. I

Bg.

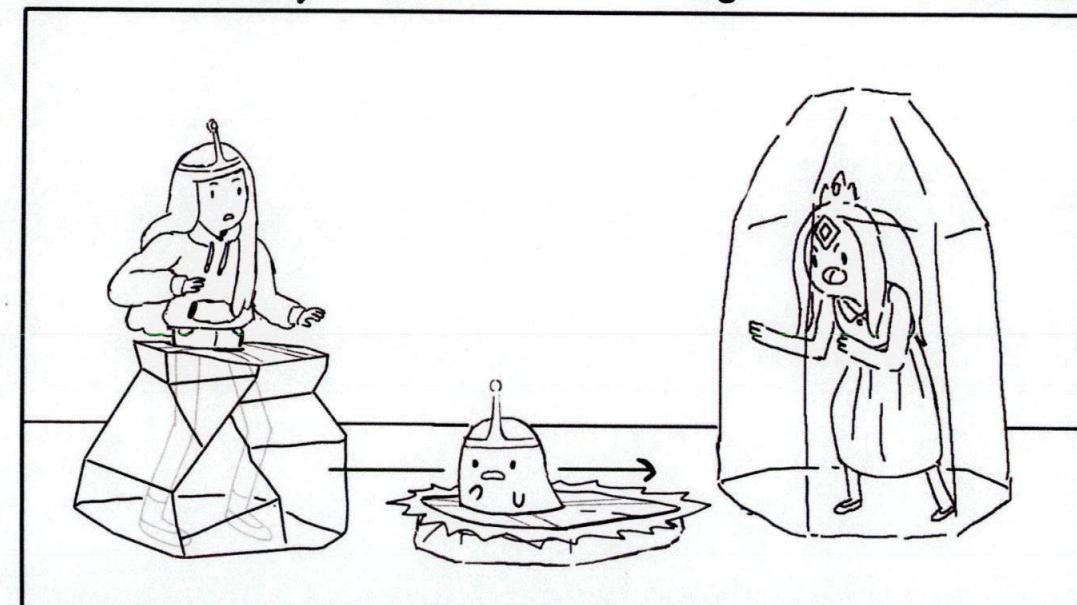
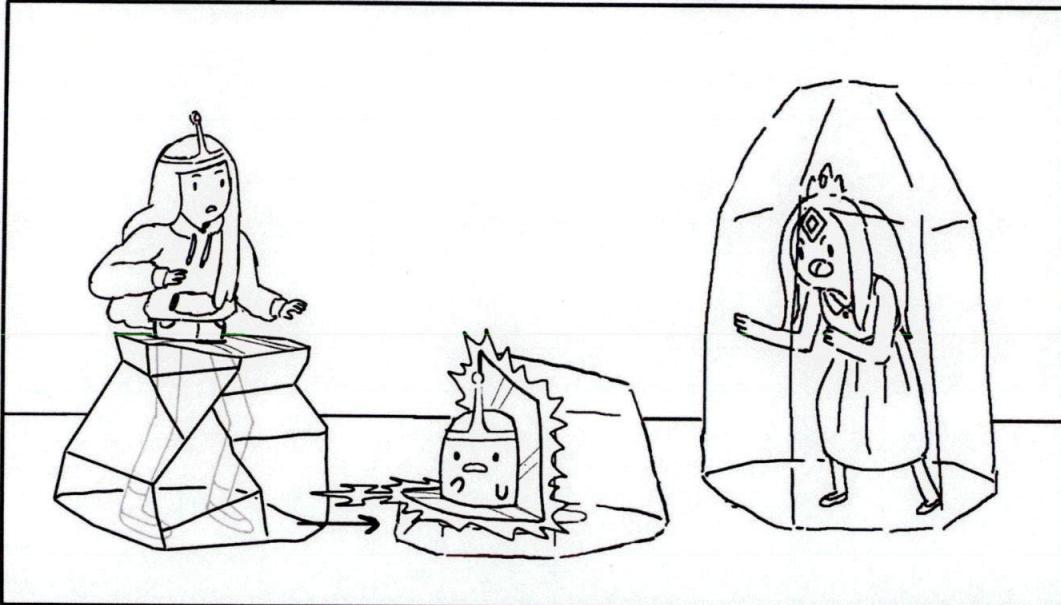
day night

Sc. 84 cont Pnl. J

Bg.

Page 170

day night



Dialog:

SFX: <bzzzzzz>

Action:

- melts off top half of SP's ice block

DEC 02 2015

Timing:

Production:

1034-242

1034/242

1034/242

# ADVENTURE TIME

Sc. 84 cont Pnl. K

Bg.



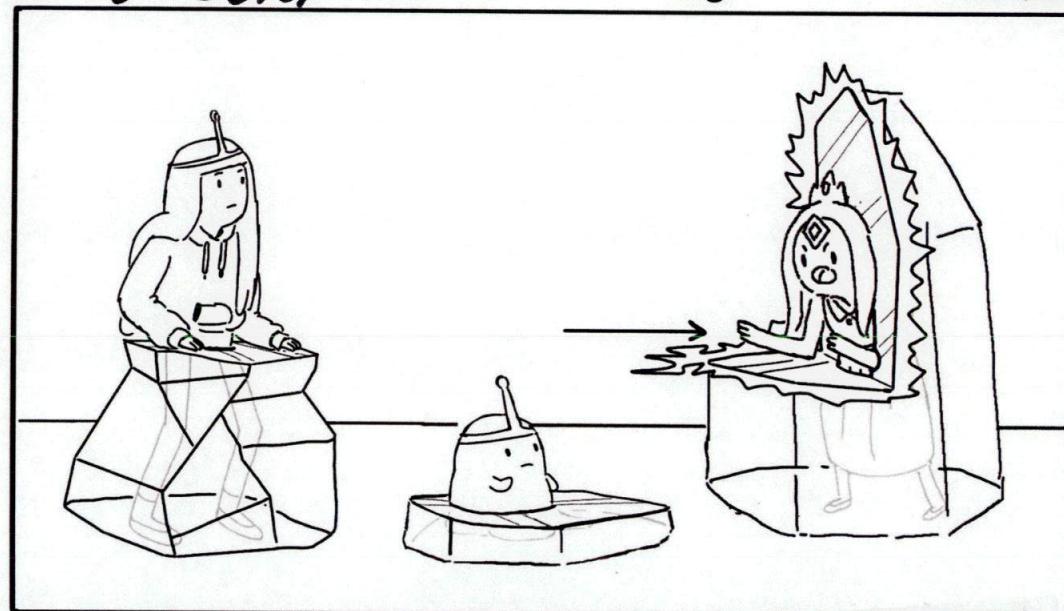
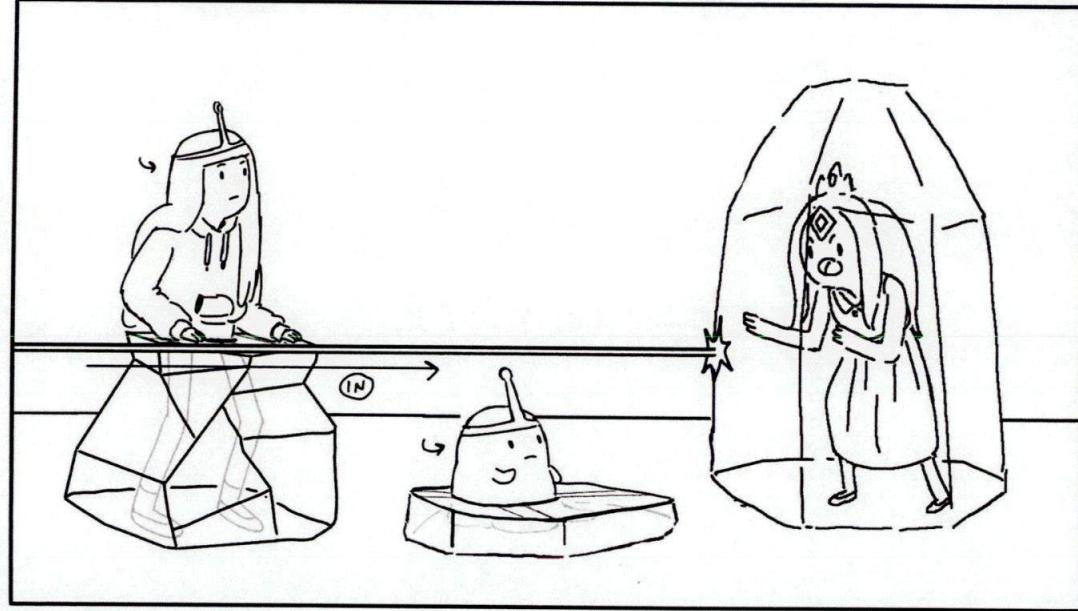
day night

Sc. 84 cont Pnl. L

Bg.

Page 10 Pg 172  
day night

171



Dialog:

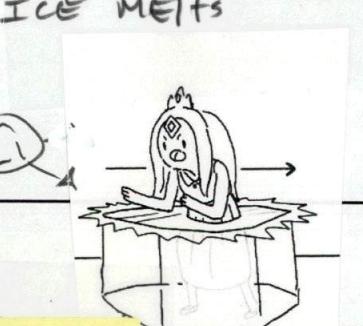
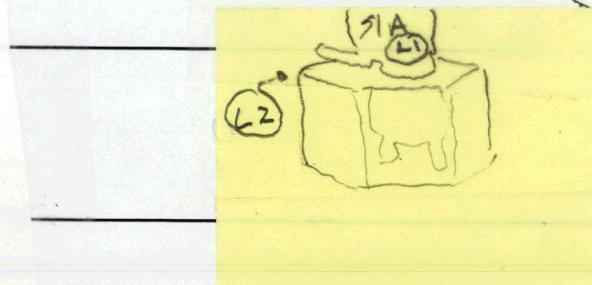
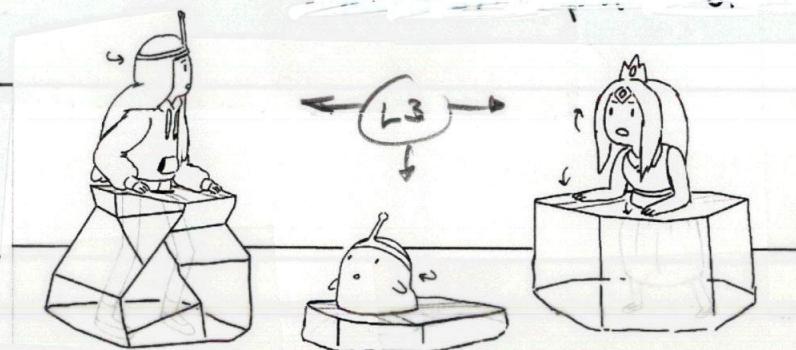
SFX: <bzzzzzz>

F. PRIN ICE MELTS

PB  
ARE YOU GUY'S  
OK?

Action:

Timing:



EPISODE #

Production:

1034-242

1034 / 242

1034 / 242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

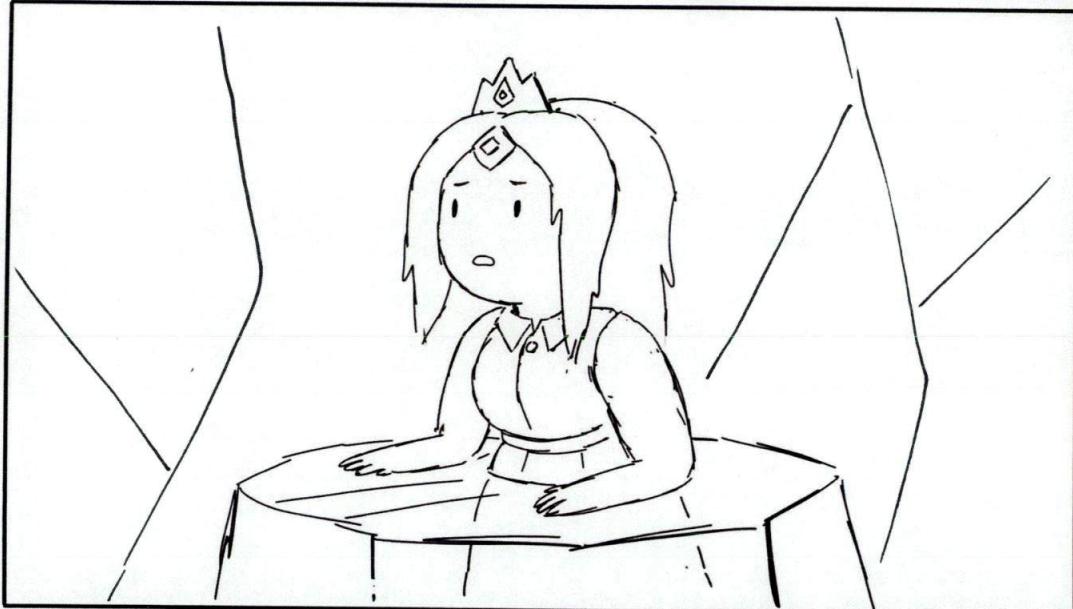


Sc. 85

Pnl. A

Bg.

day night



Sc. 85 cont

Pnl. B

Bg.

Page 173

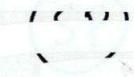
day night



Dialog:

FP: My powers

Action:



-FP LOOKS AT HANDS,

DEC 02 2015

Timing:

Production:

1034-242

1034/242

1034/242

# ADVENTURE TIME



Sc. 85 cont Pnl. C

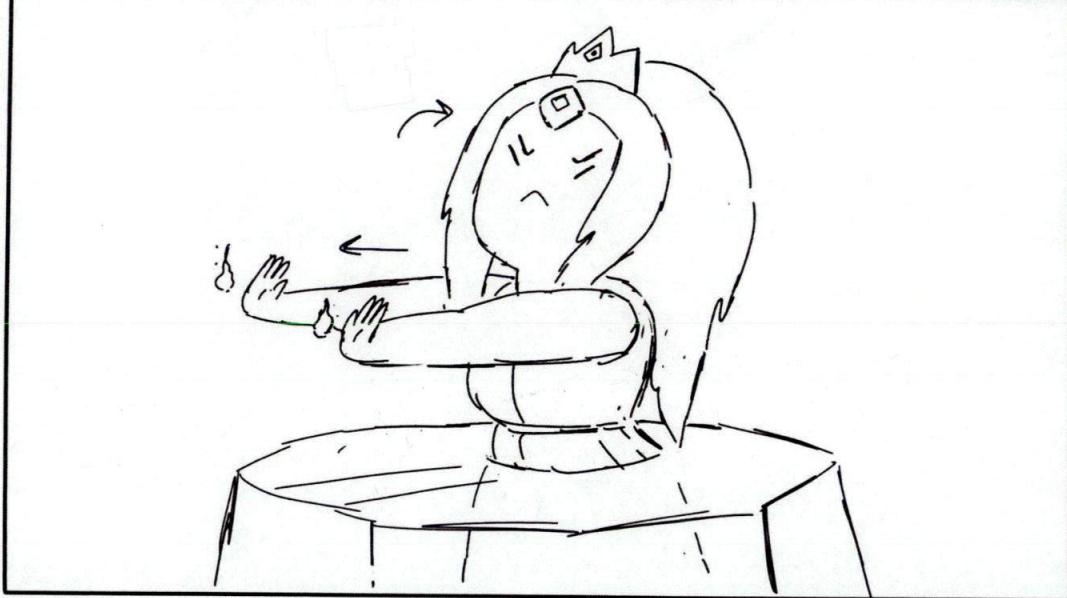
Bg.

day night Sc. 85 cont Pnl. D

Bg.

Page 174

day night



1034/242

**Dialog:**

FP: [SMALL STRAIN]

FP: I need to lie down.

SFX:

\* TSSS \*

**Action:**

- FP strains to use powers
- produces two tiny steam puffs

- FLAMES fizzle out

DEC 02 2015

**Timing:**



# ADVENTURE TIME



Page 175

Sc. 85 cont Pnl. E

Bg.

day night

Sc. 85 cont Pnl. F

Bg.

day night



Dialog:

Action:

- breakdown pose

- FP lies down

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 176

Sc. 86

Pnl. A

Bg.

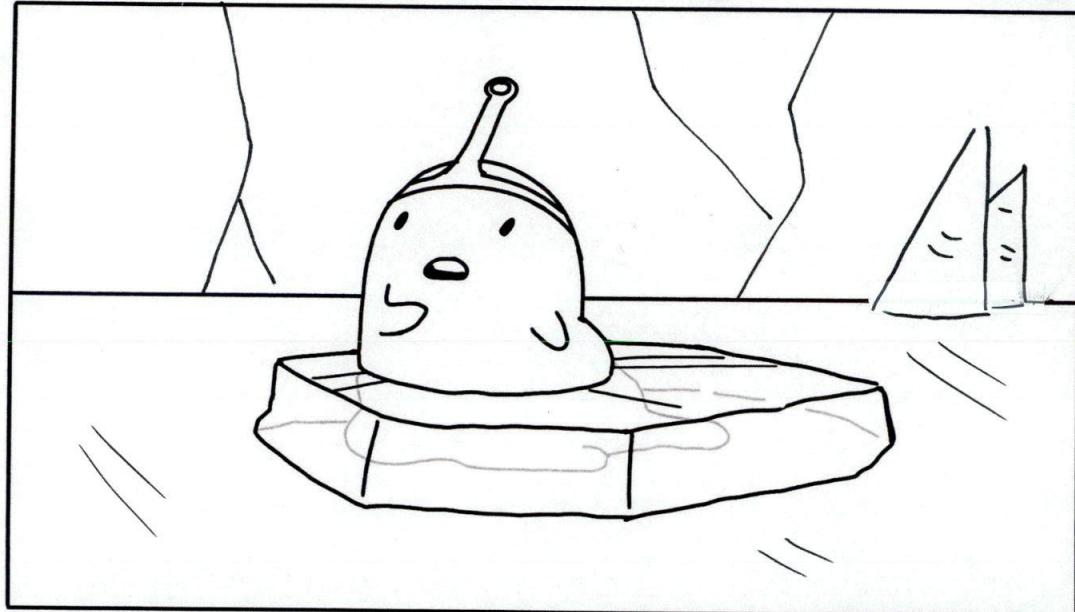
day night

Sc. 87

Pnl. A

Bg.

day night

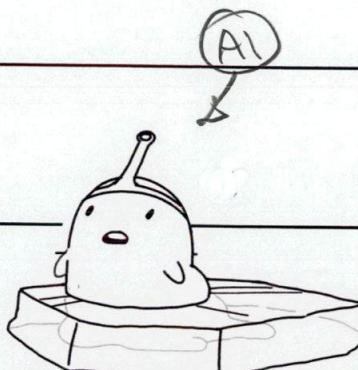


Dialog:

SP: ehh, I'm fine.

PB: grrr

Action:



DEC 02 2015

Timing:

Production:

1034/242

1034/242

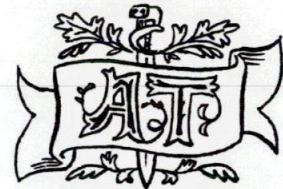
EPISODE # 1034-242

# ADVENTURE TIME

Sc. 87 *CONT*

Pnl. B

Bg.



day night

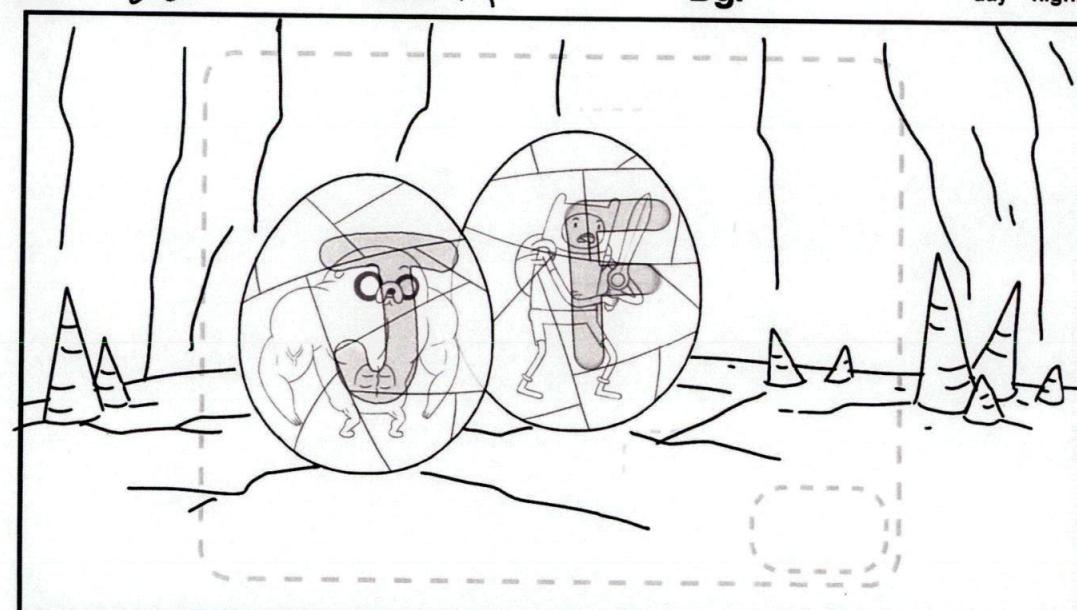
Sc. 88

Pnl. A

Bg.

Page 177

day night



Dialog:

PB: (o/s) Finn and Jake?

Action:

- she looks to the side

DEC 02 2015

Timing:

Production:

1034-242

EPIISODE #

1034/242

# ADVENTURE TIME



Sc. 89

Pnl. A

Bg.

day night

Sc.

89 cont Pnl. B

Bg.

Page 178

day night

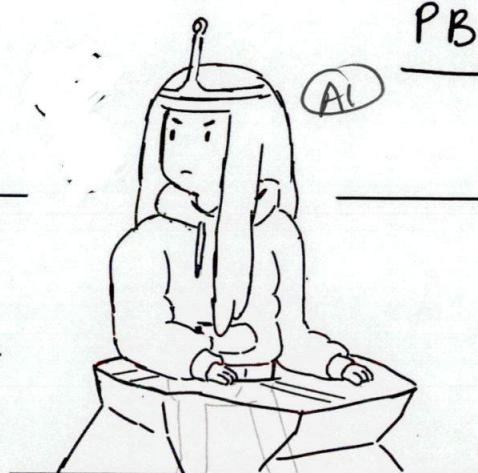


1034/242

Dialog: PB: Ice King,

PB: what did you do?

Action:



Timing:

DEC 02 2015

Production:

1034-242

EPIISODE #

1034/242

# ADVENTURE TIME



Page 179

Sc. 90

Pnl. A

Bg.

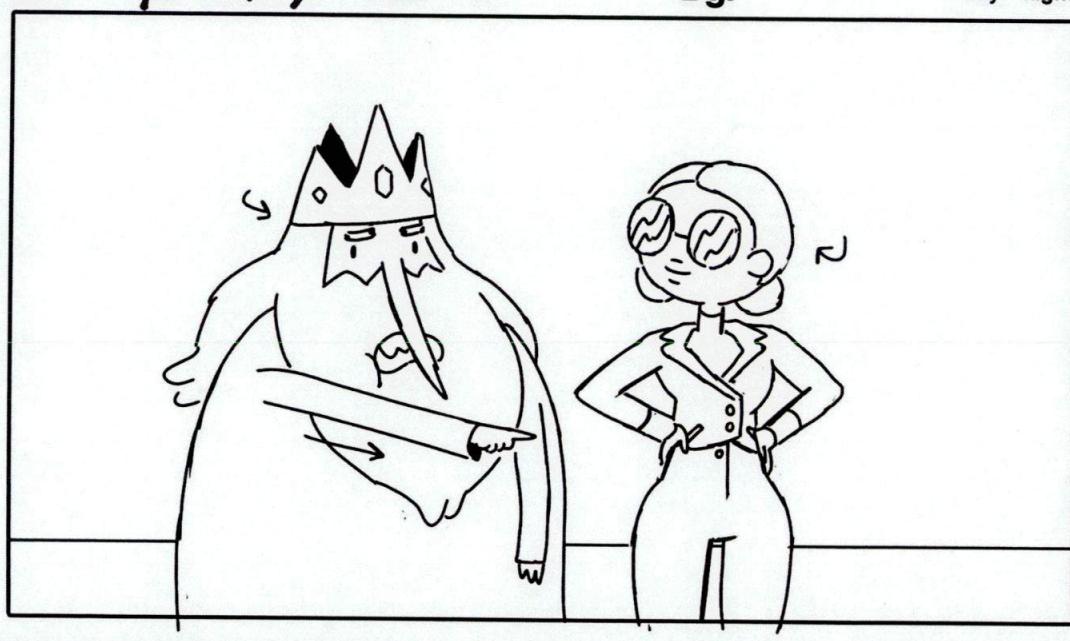
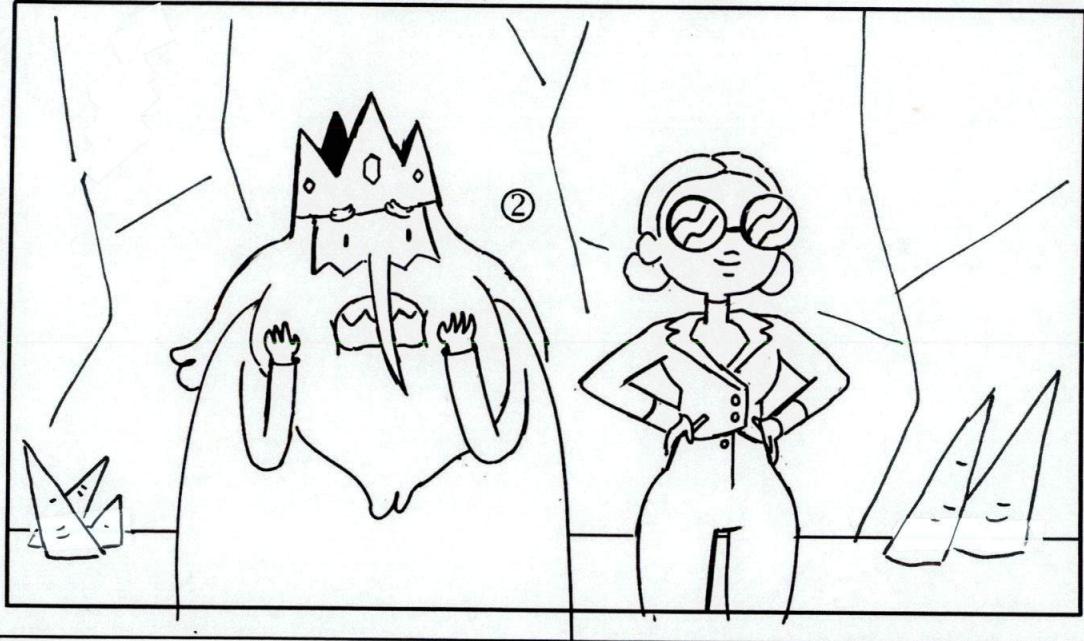
day night

Sc. 90 cont

Pnl. B

Bg.

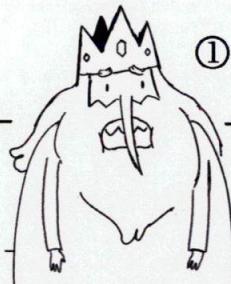
day night



Dialog: IK: No, no, no!

IK: It was her!

Action:



DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034 / 242

1034 / 242

1034 / 242

# ADVENTURE TIME



Page 180

Sc. 90 cont Pnl. C

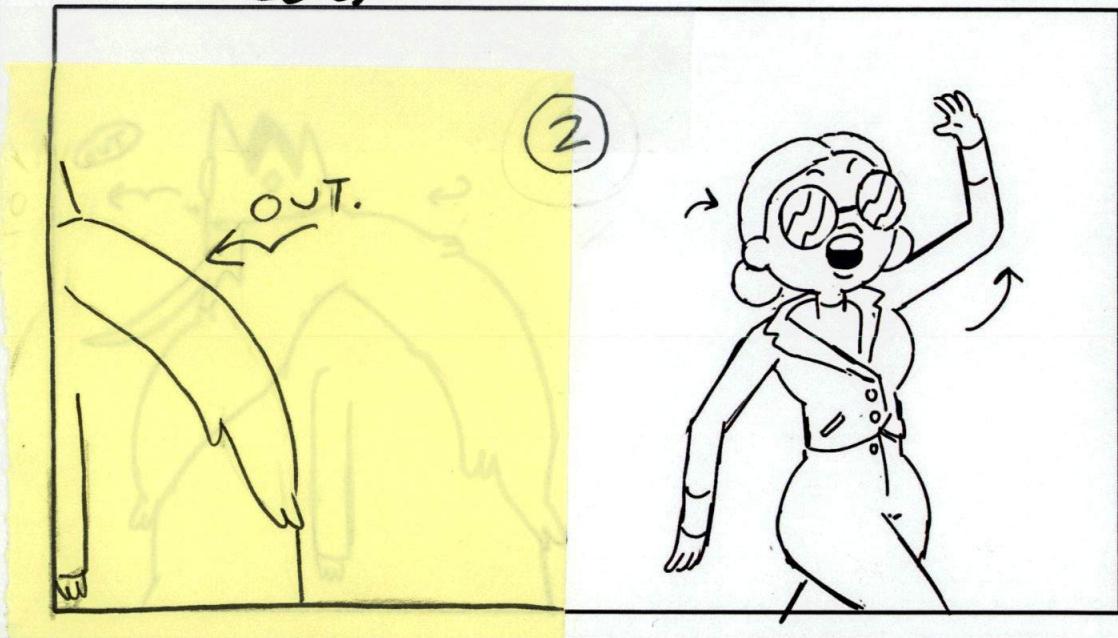
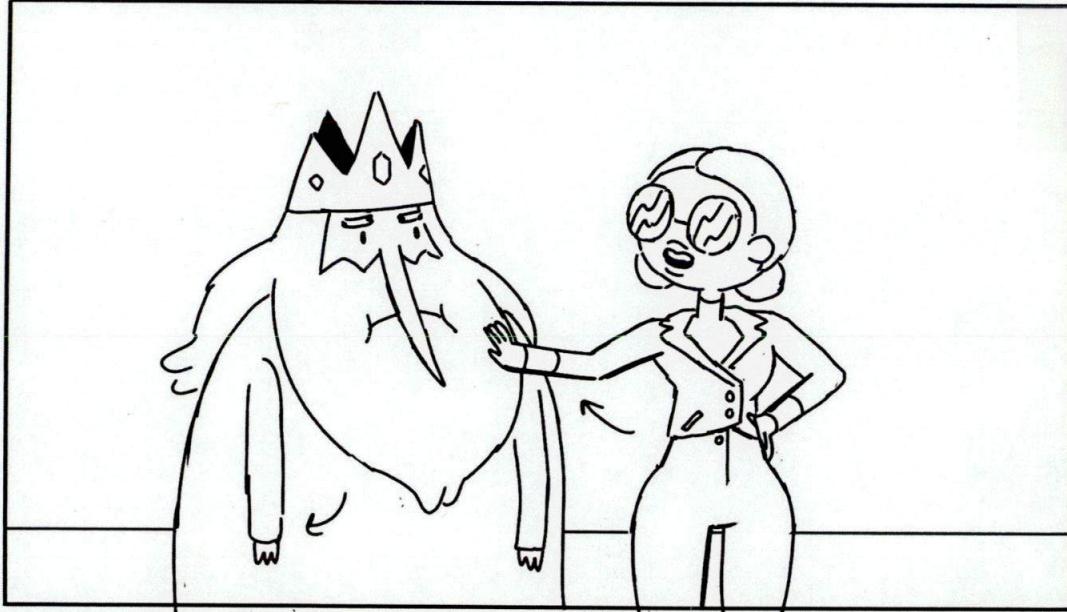
Bg.

day night

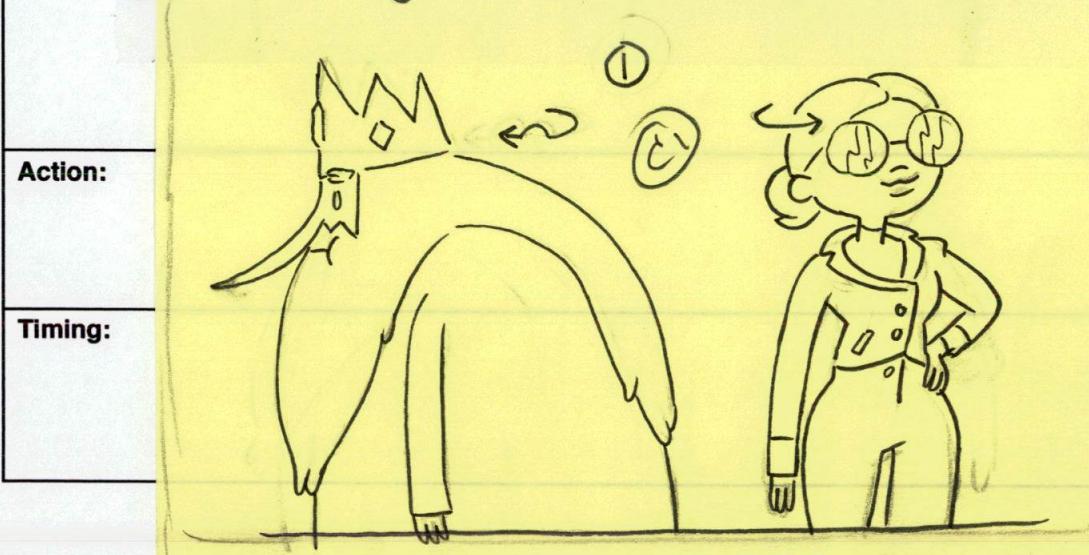
Sc. 90 cont Pnl. D

Bg.

day night



Dialog: P: Get our guests some beverages.



Action:

Timing:

P: Hi guyys

-IK turns & walks out.

DEC 02 2015

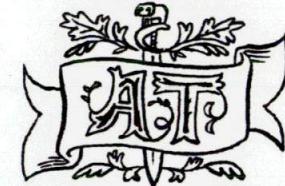
Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



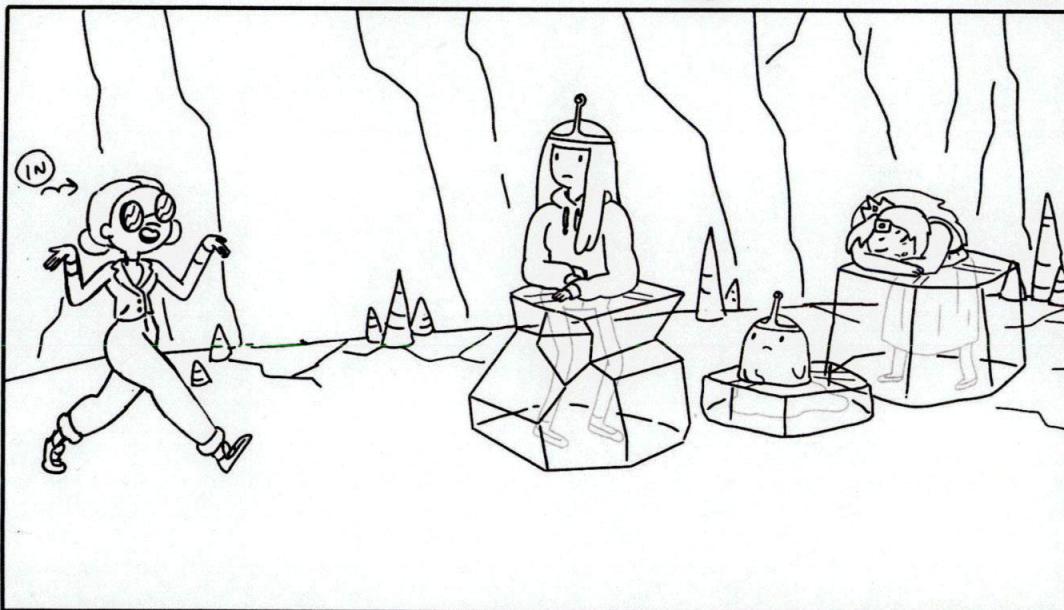
Page 181

Sc. 91

Pnl. A

Bg.

day night



Sc. 91 cont Pnl. B

Bg.

day night



1034/242

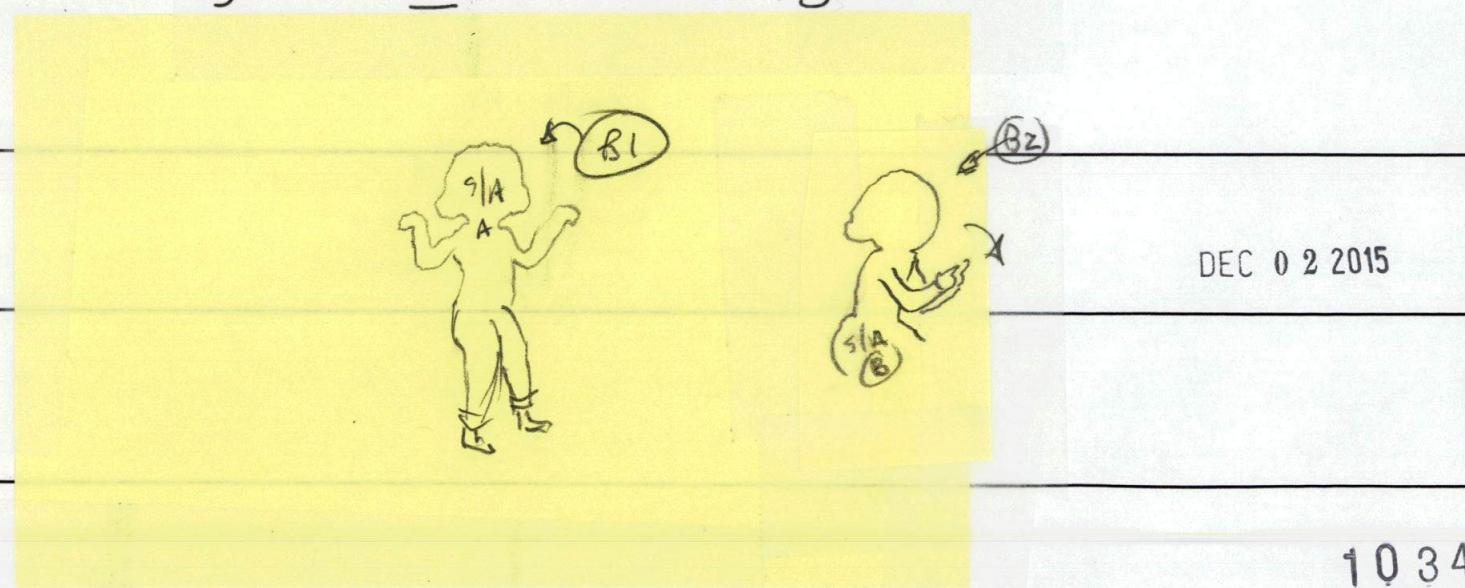
Dialog: P: I know this is weird and confusing...  
and weird...

P: ... but the good news is...

Action:

- P. WALKS ON/S.

Timing:



Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Page 182

Sc. 91 cont Pnl. C

Bg.

day night

Sc. 91 cont Pnl. D

Bg.

day night



Dialog:

P: I'm getting the band back together!

DEC 02 2015  
- 2015



Action:

- PB & SP look at each other

- P. DANCES IN PLACE.

Timing:

Production:

1034/242

1034/242

1034-242

EPIISODE #

1034/747

# ADVENTURE TIME



Page 183

Sc. 92

Pnl. A

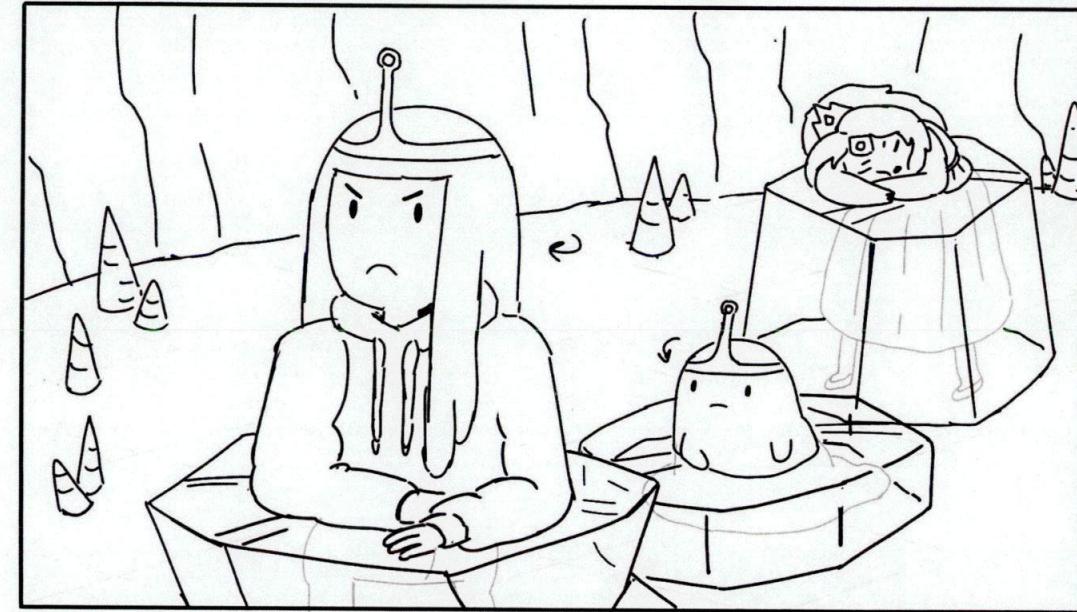
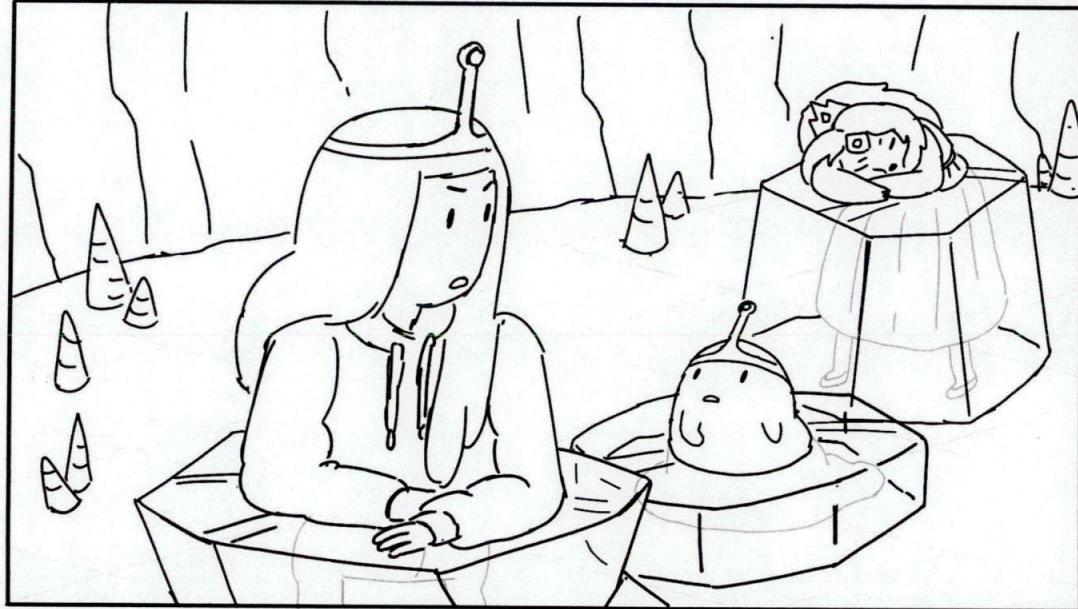
Bg.

day night

Sc. 92 cont Pnl. B

Bg.

day night



1034 / 242

Dialog:

P: (o/s) Isn't this great?

Action:

DEC 02 2010

Timing:

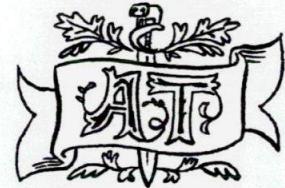
Production:

1034, 242

EPISODE # 1034-242

1034 / 242

# ADVENTURE TIME



Page 184

Sc. 92 cont Pnl. C

Bg.

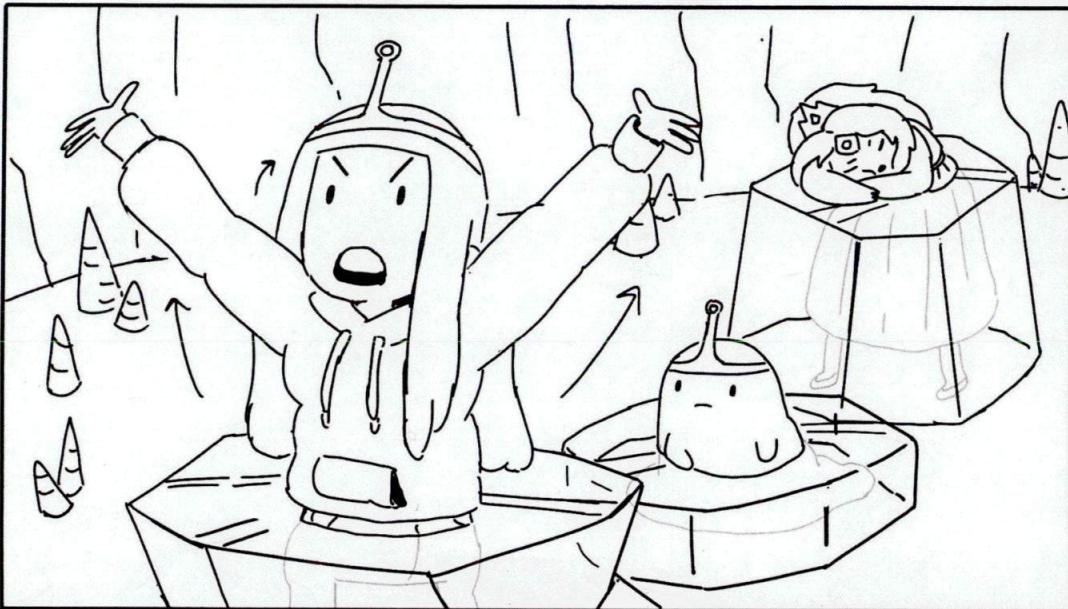
day night

Sc. 93

Pnl. A

Bg.

day night



1034 / 242

Dialog: PB: What are you talking about?!  
WHO ARE YOU!

Action:

Timing:



DEC 02 2011

Production:

1034, 242

EPISODE # 1034-242

1034 / 242

# ADVENTURE TIME



Page 185

Sc. 93 cont Pnl. B

Bg.

day night

Sc. 94

Pnl. A

Bg.

day night



Dialog:  
P: You really don't know?

Action:

DEC 02 2015

Timing:

Production:

1034/242

# ADVENTURE TIME



Page 186

Sc. 94 cont Pnl. B

Bg.

day night

Sc. 94 cont Pnl. C

Bg.

day night



1034/242

Dialog:

SFX: <blast>

Action:

-PB & SP's eyes follow ice blast

-ice chair appears

DEC 02 2015

Timing:

Production:

1034/242

EPIISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 187

Sc. 94 cont Pnl. D

Bg.

day night

Sc. 94 cont Pnl. E

Bg.

day night



Dialog:

Action:

- P. POINTS AT CHAIR.

- P. turns chair around by tracing a circle in the air with her finger.

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034 / 242

1034 / 242

# ADVENTURE TIME



Page 188

Sc. 94 cont Pnl. F

Bg.

day night

Sc. 94 cont Pnl. G

Bg.

day night



**Dialog:**

**Action:**  
- P. finishes turning chair

DEC 02 2015

**Timing:**

**Production:**

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 189

Sc. 94 cont Pnl. H

Bg.

day night

Sc. 95

Pnl. A

Bg.

day night



**Dialog:**

**Action:**

- P. sits on chair

- P. stares at PB, SP, & FP

DEC 02 2015

**Timing:**

**Production:**

1034-242

EPISODE #

1034.242

1034/242

# ADVENTURE TIME



Sc. 95 cont Pnl. B

Bg.

day night

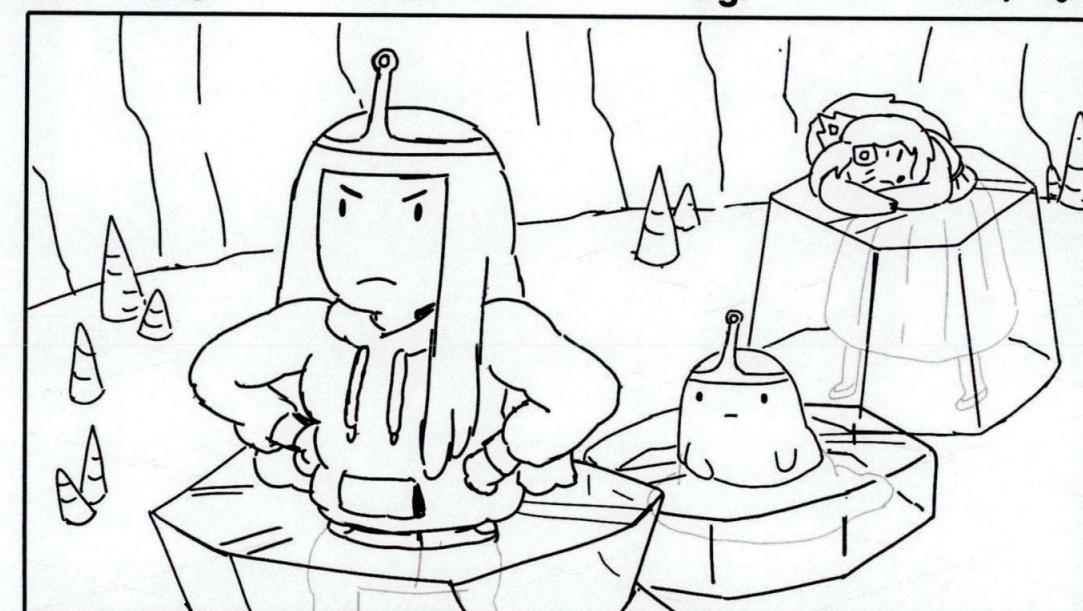


Sc. 96

Pnl. A

Page 190

day night



EPISODE # 1034-242

1034/242

Production:

DEC 02 2015

Dialog: P: That was pretty cool, right?

P: (o/s) How I made this ice chair with my hands?

Action:

Timing:

1034/242

1034/242

# ADVENTURE TIME



191

Page

Sc. 96 cont Pnl. B

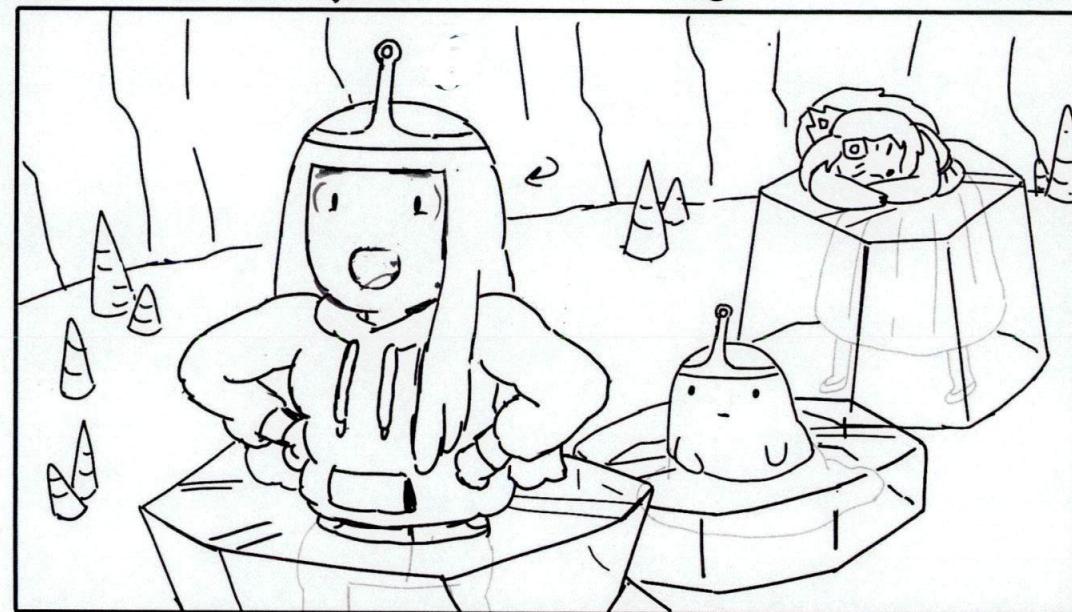
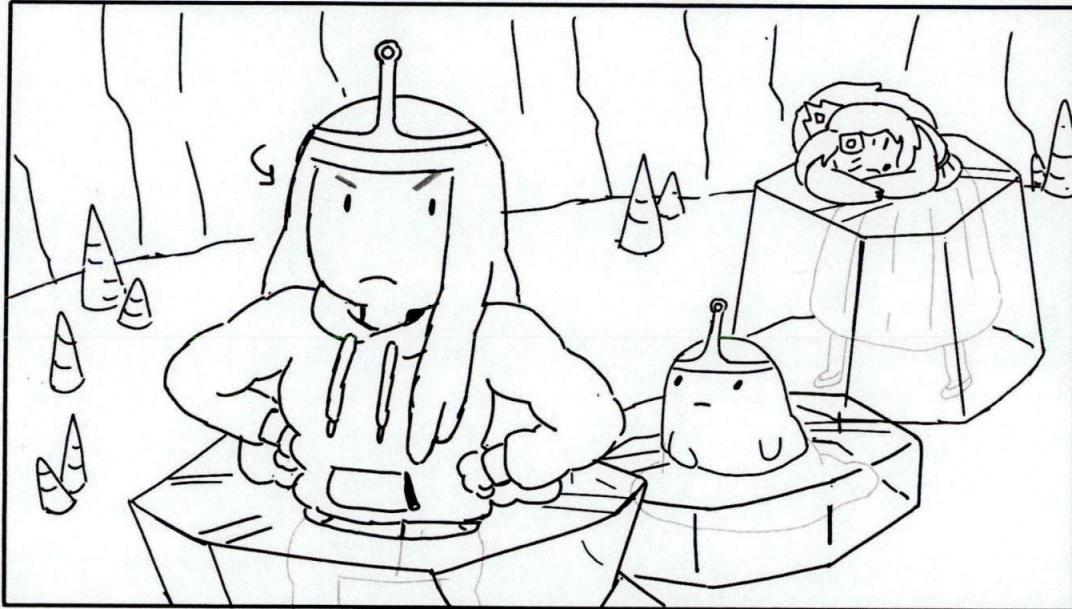
Bg.

day night

Sc. 96 cont Pnl. C

Bg.

day night



1034/242

## Dialog:

P: (O/S) Pretty chill, huh?

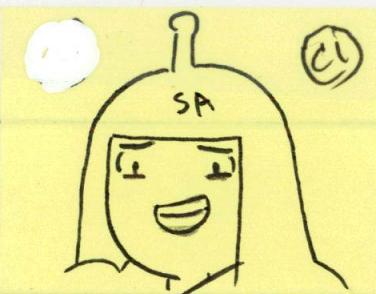
. . .

PB: Yeahhh! So 'chill!

## Action:

- PB gets idea to fool P.
- PB & SP look at each other

## Timing:



DEC 02 2015

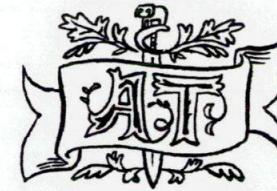
Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Sc. 97

Pnl. A

Bg.

day night



Sc. 98

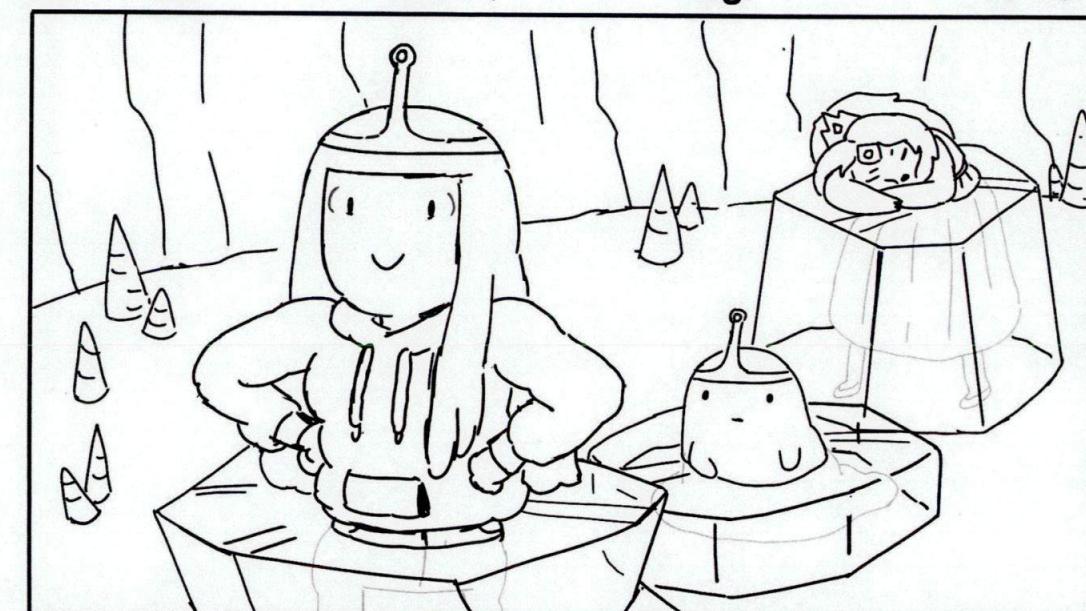
Pnl. A

Bg.

Page

192

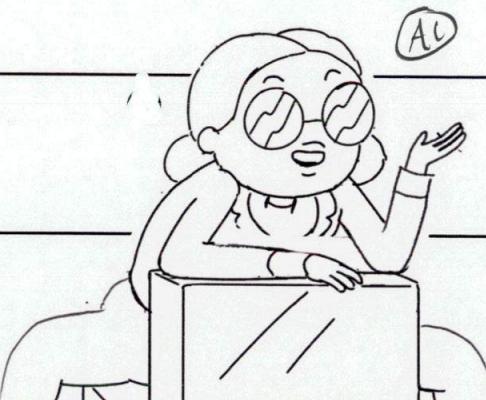
day night



**Dialog:**  
P: Well... the fact of the matter is...

P: (o/s) ... you guys have that power as well.

Action:



DEC 02 2015

Timing:

Production:

1034/242

# ADVENTURE TIME



Page 193

Sc. 98 cont Pnl. B

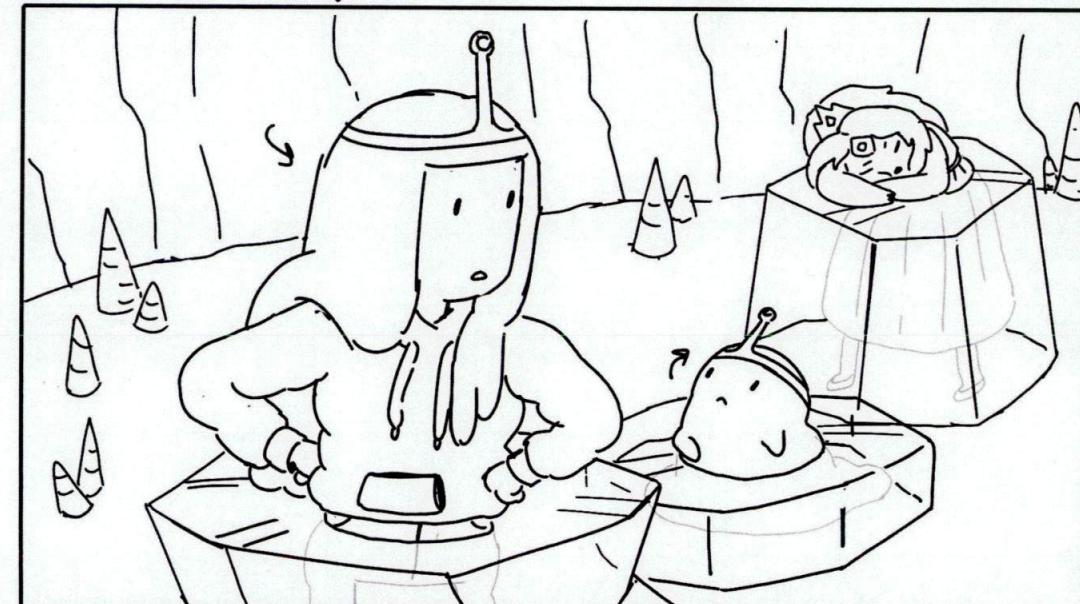
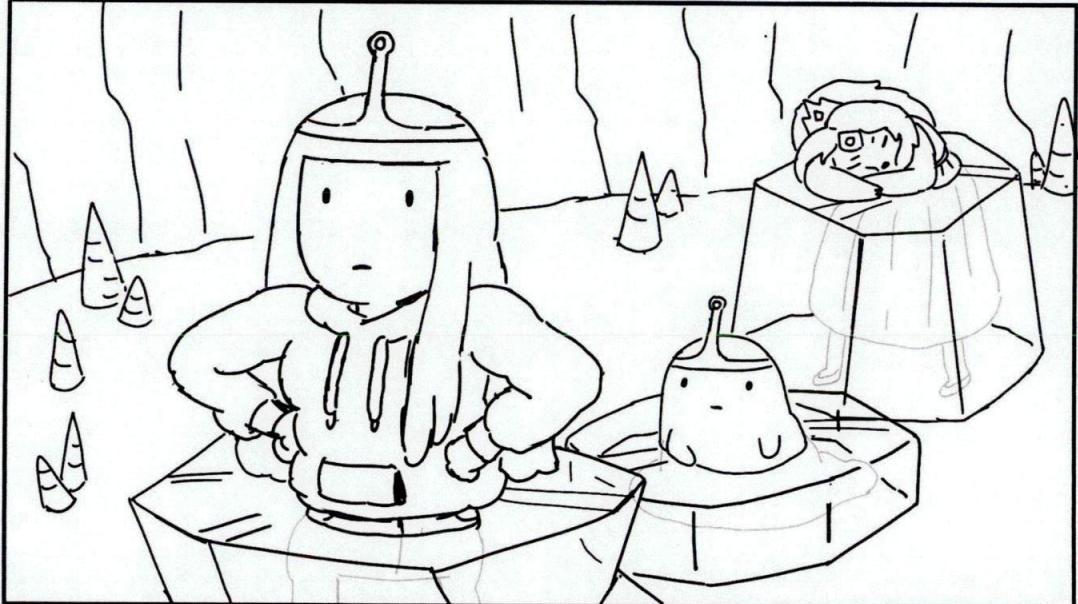
Bg.

day night

Sc. 98 cont Pnl. C

Bg.

day night



Dialog:

Action:

- PB & SP look at each other in  
surprise

DEC 02 2015

Timing:

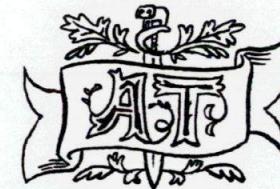
Production:

EPISODE # 1054-242

1034/242

1034/242

# ADVENTURE TIME



Page 194

Sc. 99

Pnl. A

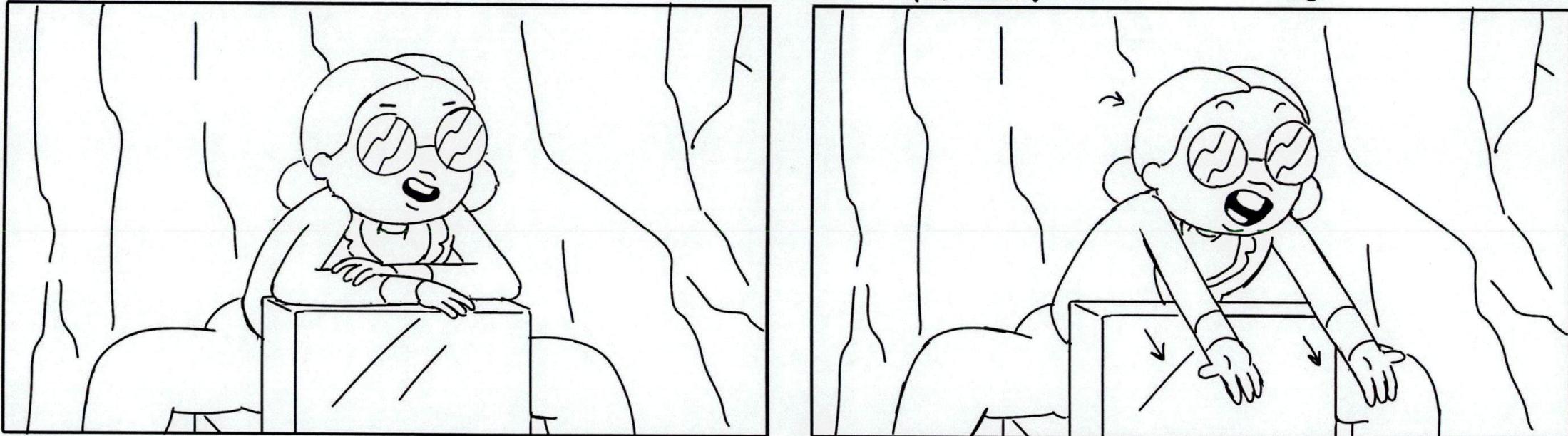
Bg.

day night

Sc. 99 cont Pnl. B

Bg.

day night



1034/242

Dialog:  
P: Okay...remember when I said I was  
the Ice Elemental?

P: Remember?!

Action:

DEC 02 2015

Timing:

Production:

1034/242

# ADVENTURE TIME



Page 195

Sc. 99 cont Pnl. C

Bg.

day night

Sc. 99 cont Pnl. D

Bg.

day night



**Dialog:** P: Oh no... wait... that was...

P: ... (chuckle) that was THOSE guys!

**Action:**

DEC 02 2010

**Timing:**

**Production:**

1034'242

1034 / 242

1034-242

EPISODE #

1034 / 242

# ADVENTURE TIME



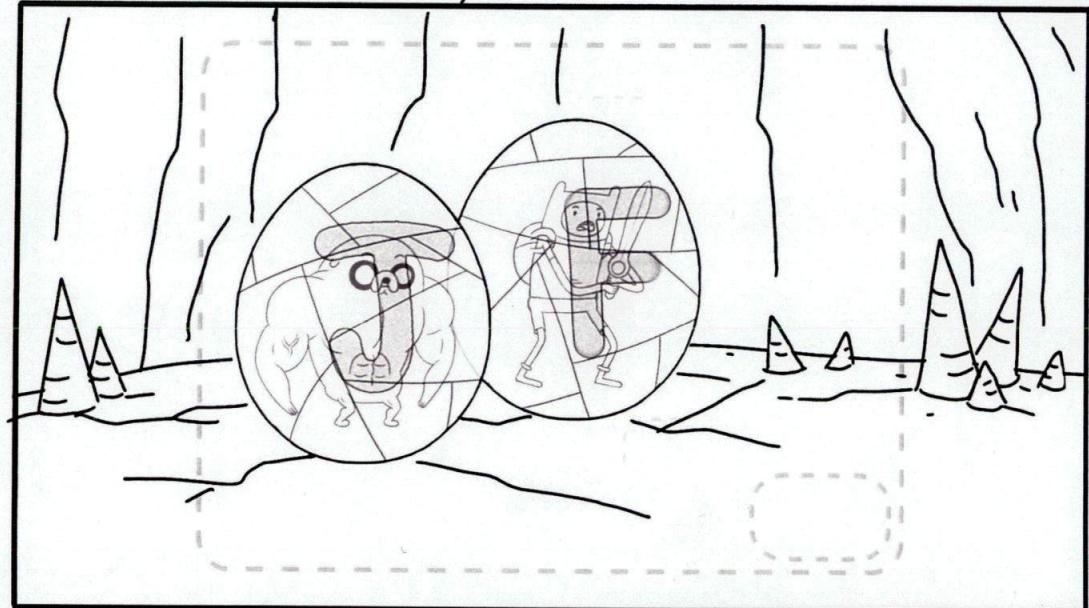
Page 196

Sc. 100

Pnl. A

Bg.

day night



Sc. 101

Pnl. A

Bg.

day night



1034/242

Dialog:

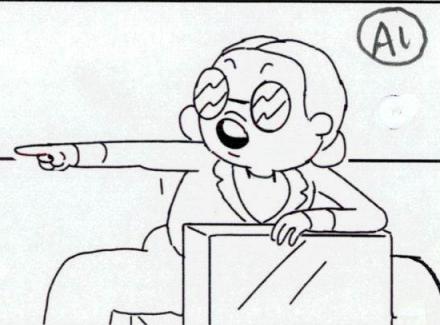
P: ~~haha!~~ I told those guys! haha  
(0/5)

P: Not you guys, those

Action:



Timing:



DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Page 197

Sc. 102

Pnl. A

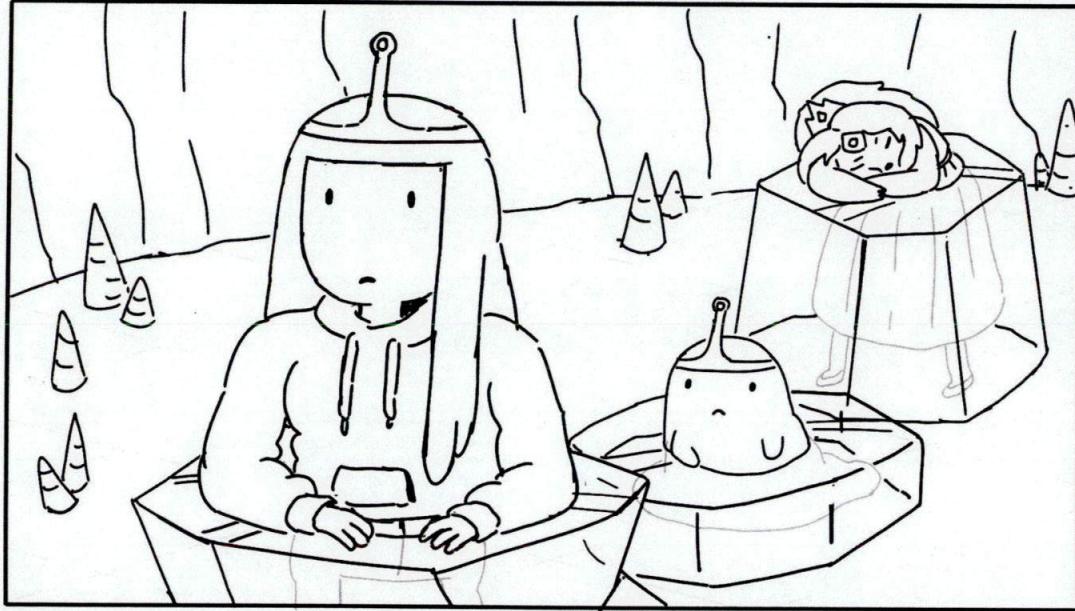
Bg.

day night

Sc. 102 cont Pnl. B

Bg.

day night



11034 / 245

Dialog:

Pati "Guy's  
(vo)

P: (o/s) ohheho

Action:

- PB & SF look at each other & sort of shrug

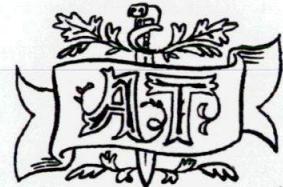
DEC 02 2015

Timing:

Production:

1034 / 242

# ADVENTURE TIME



Page 198

Sc. 103

Pnl. A

Bg.

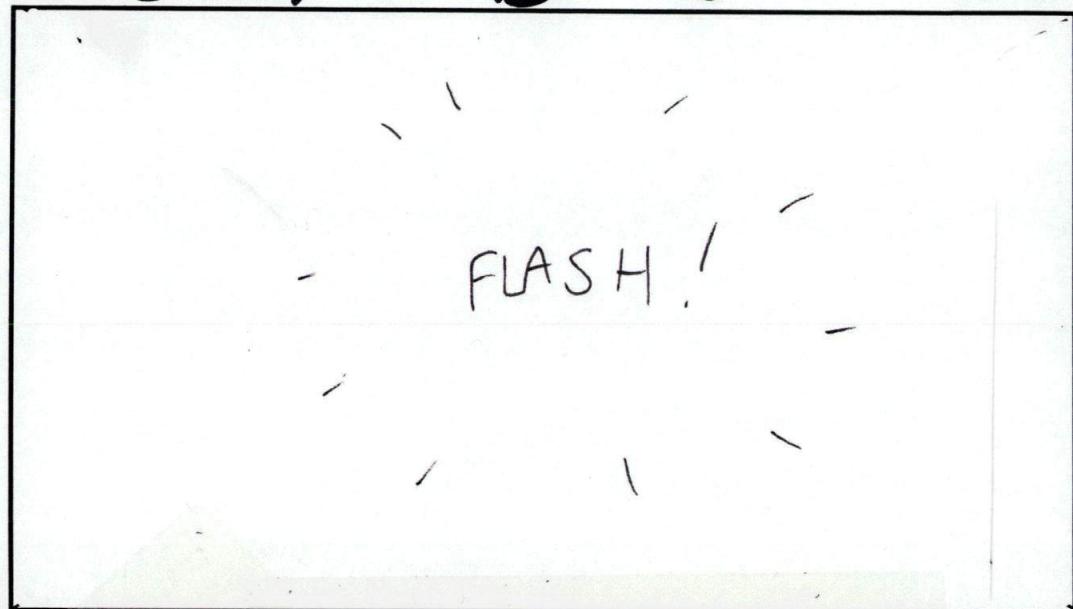
day night

Sc. 103 cont

Pnl.

B

day night



1034/242

Dialog: P: ok um this is like basic  
Elemental History ok so just listen up... ahem

Action:

Timing:



Production:

1034-242

1034/242

1034 / 242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 104

Pnl. A

Bg.

(B)

Page

199

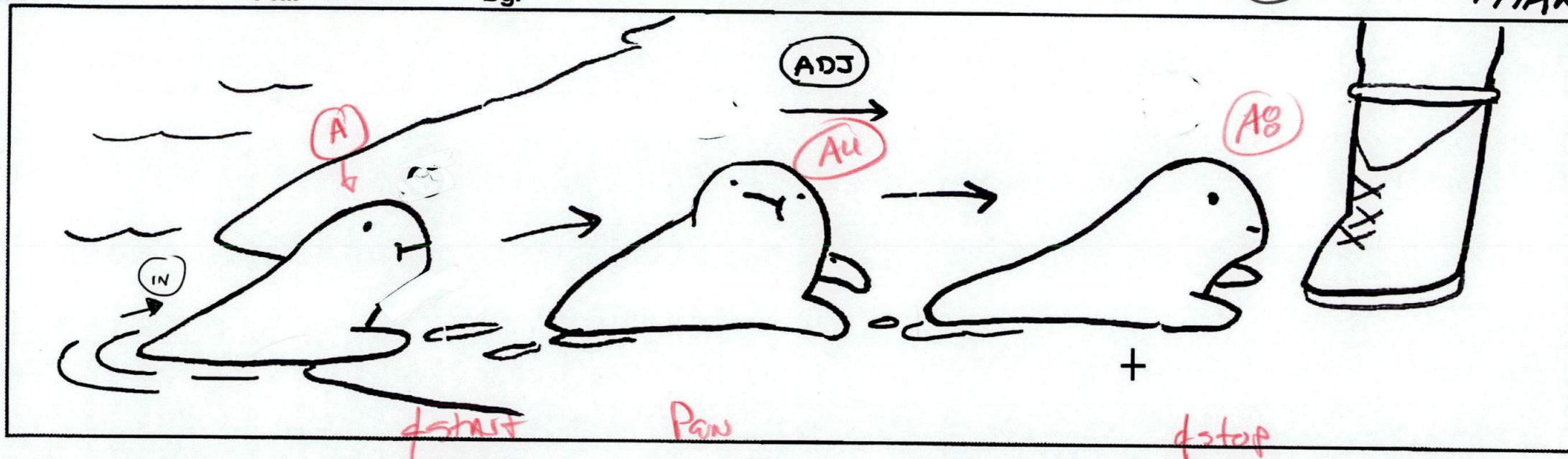
199A NEXT

1034-242

EPISODE #

1034 / 242

Production:



Dialog:

P/ (v.o.)  
Ever since life began on  
this planet..

P/ (v.o.)  
there have always been embodiments  
of the four elements

(Aq) DEC 02 2015

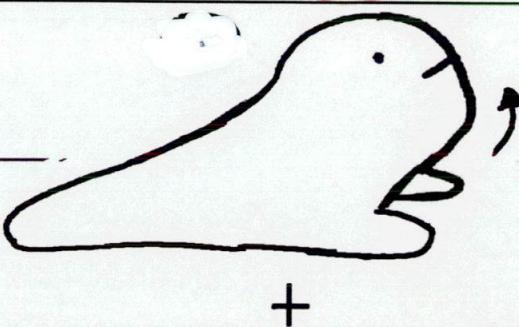
Action:

- AMPHIBIAN CLIMBS OUT OF WATER,  
PAN w/ CREATURE

- AMPHIBIAN STOPS  
NEXT TO BOAT.

Timing:

SEE ADDITIONAL POSES on  
pg. 199A



1034 / 242

1034 / 242

\*any manner, except for production purposes, and may not be sold or transferred.

© It is unpublished and must not be taken from the studio, duplicated

©2011 This material is the Proprietary

# ADVENTURE TIME

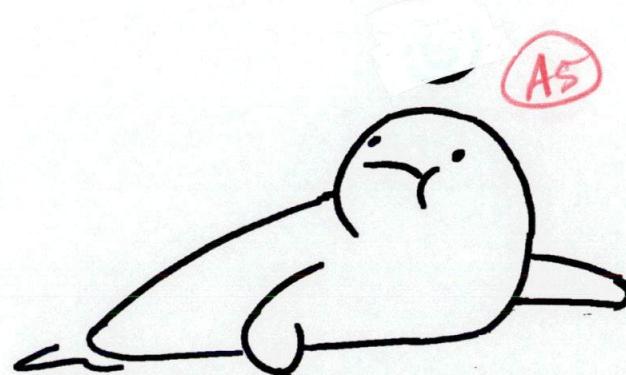
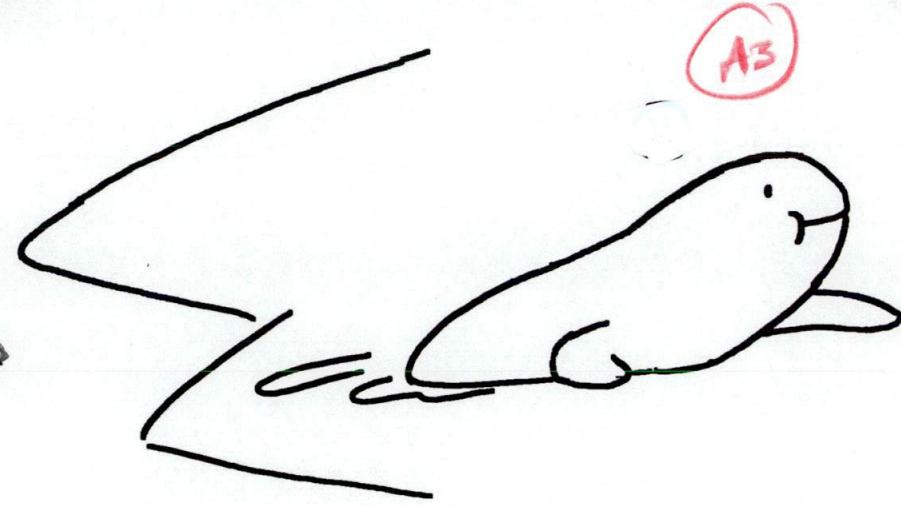
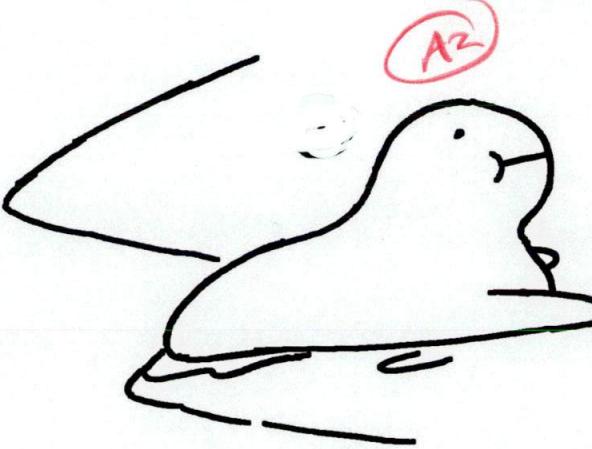
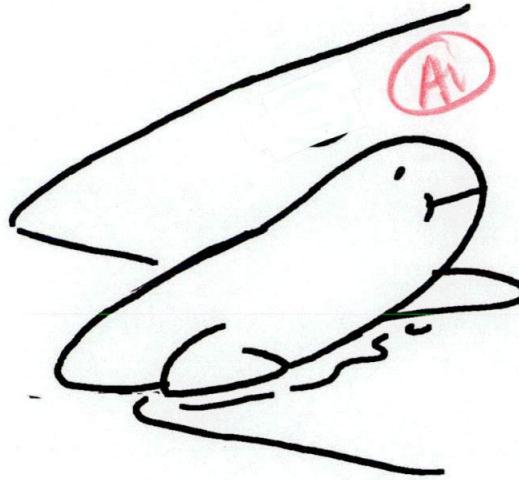


199A  
200NEXT

EPISODE # 1034-242

Production:

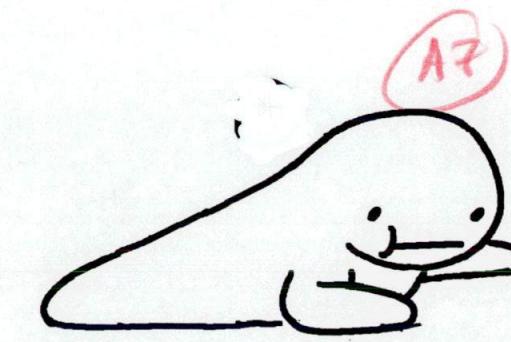
1034 / 242



+



+



+

DEC 02 2015

1034 / 242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 104 CONT Pnl.



Bg.

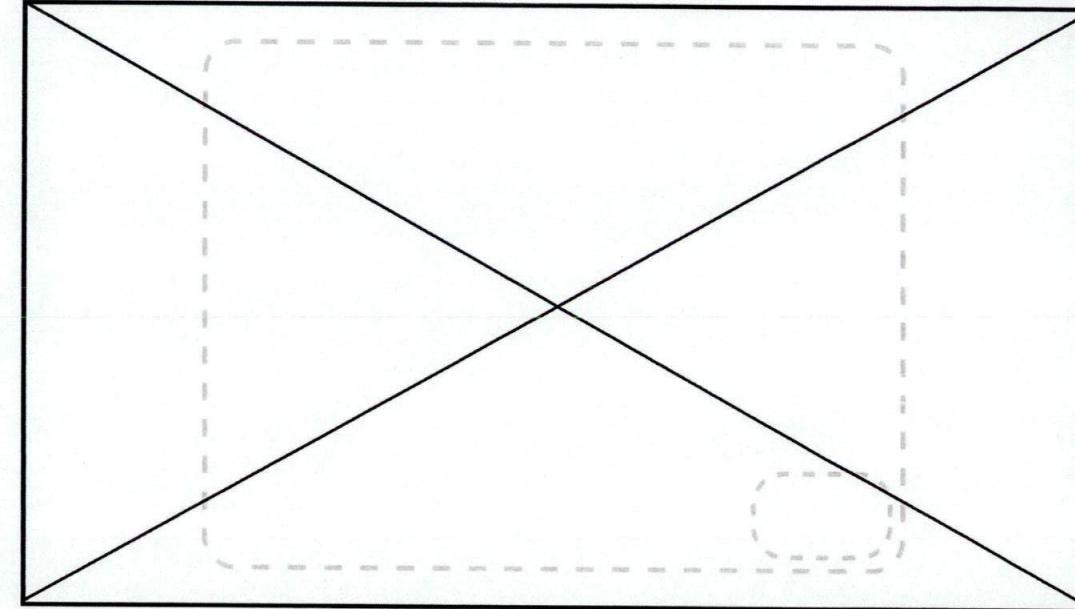
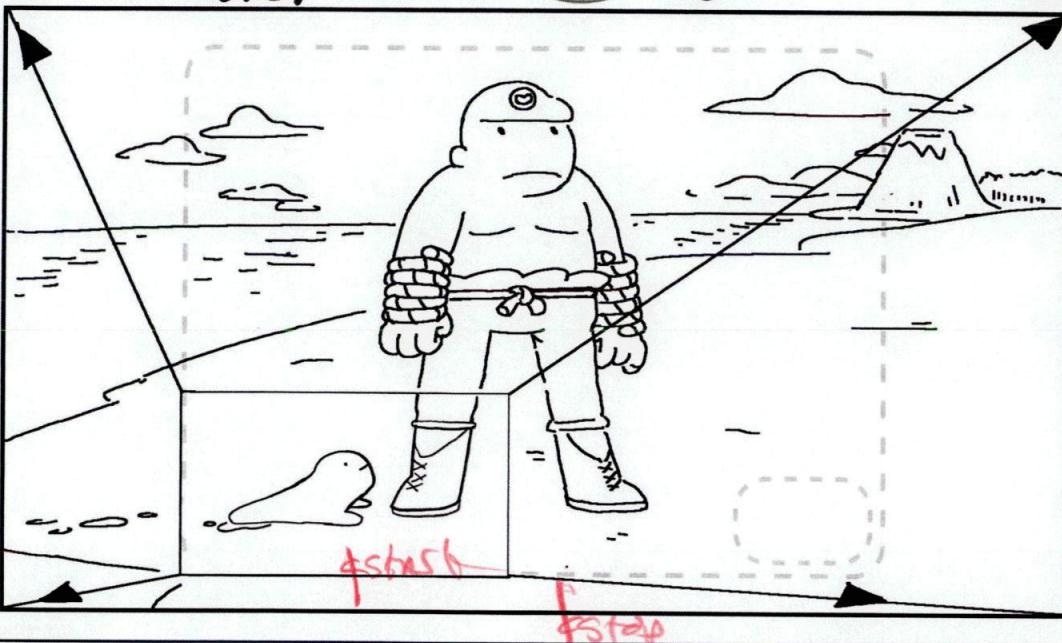
day night

Sc.

Pnl.

Bg.

Page 200  
No pg 201  
day night



Dialog:

Action:

-TRUCK OUT TO REVEAL  
A CANDY ELEMENTAL.

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

67617801

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

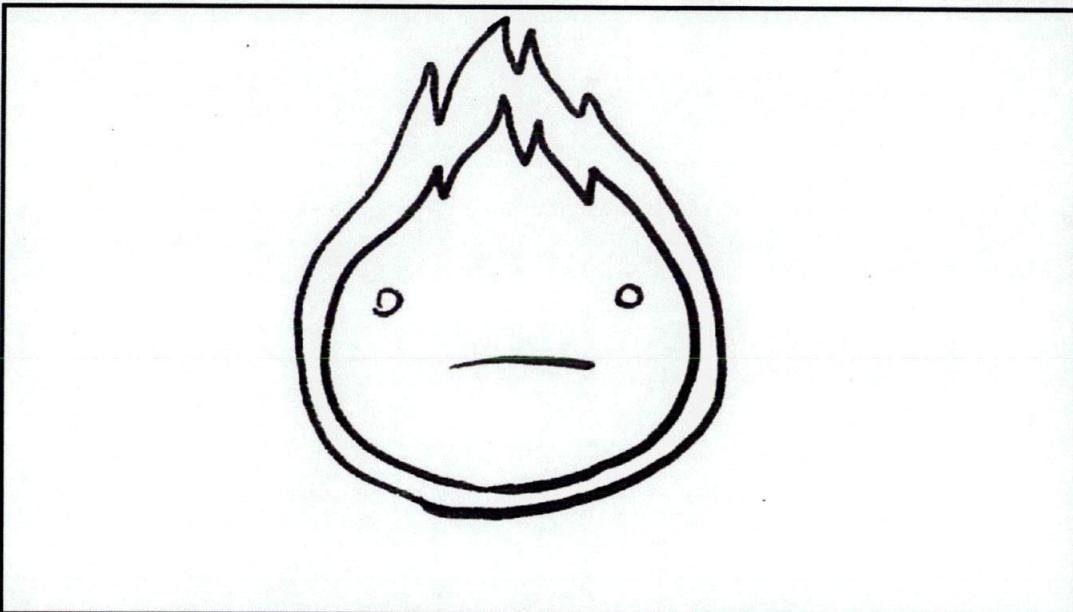


Sc. 105

Pnl. A

Bg.

day night

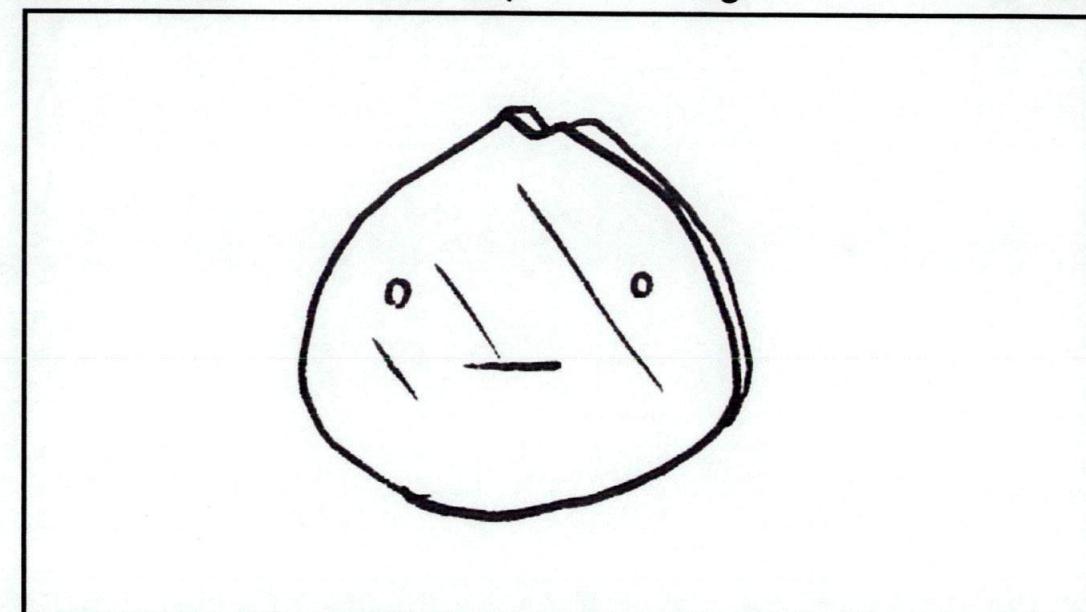


Sc. 106

Pnl. A

Bg.

day night



Page 202

EPISODE # 1034-242

Production:

1034/242

Dialog:

P: (v.o) FIRE ...

P: (v.o) ICE ...

Action:

DEC 02 2015

Timing:

1034/242

CVU / VUE 0 b.

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

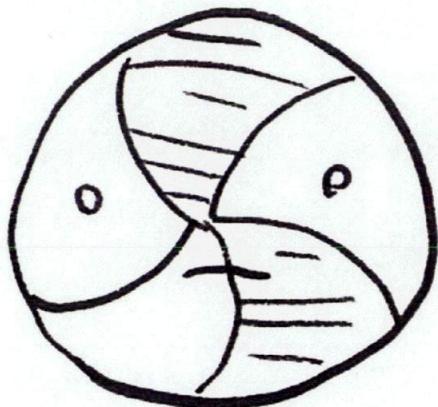


Sc. 107

Pnl. A

Bg.

day night



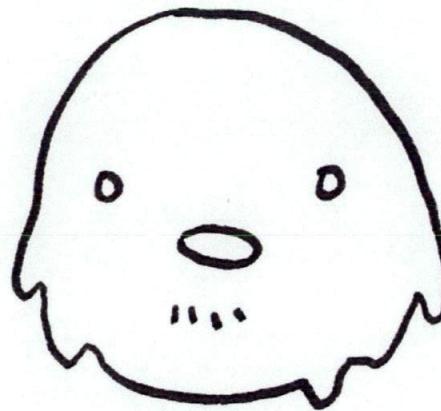
Sc. 108

Pnl. A

Bg.

day night

Page 203



Dialog:

P/ <sup>(s)</sup>...candy...

P/ <sup>(vo)</sup>...and slime...

Action:

DEC 02 2015

Timing:

Production:

1034/242

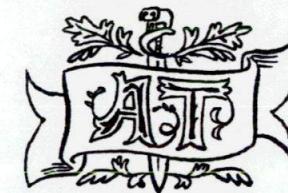
EPISODE # 1034-242

1034/242

1034/242

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

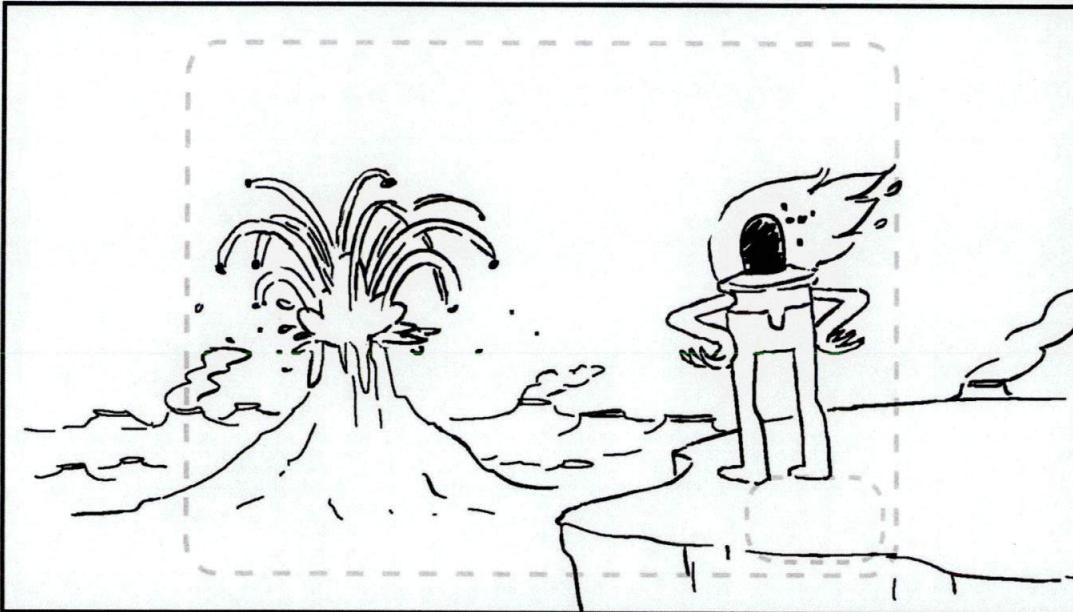


Sc. 109

Pnl. A

Bg.

day night



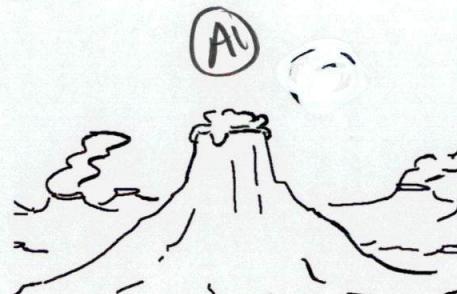
Dialog:

(V.O)  
P / across eons  
and millennia...

Action:

- FIRE ELEMENTAL WATCHES  
VOLCANO ERUPT.

Timing:

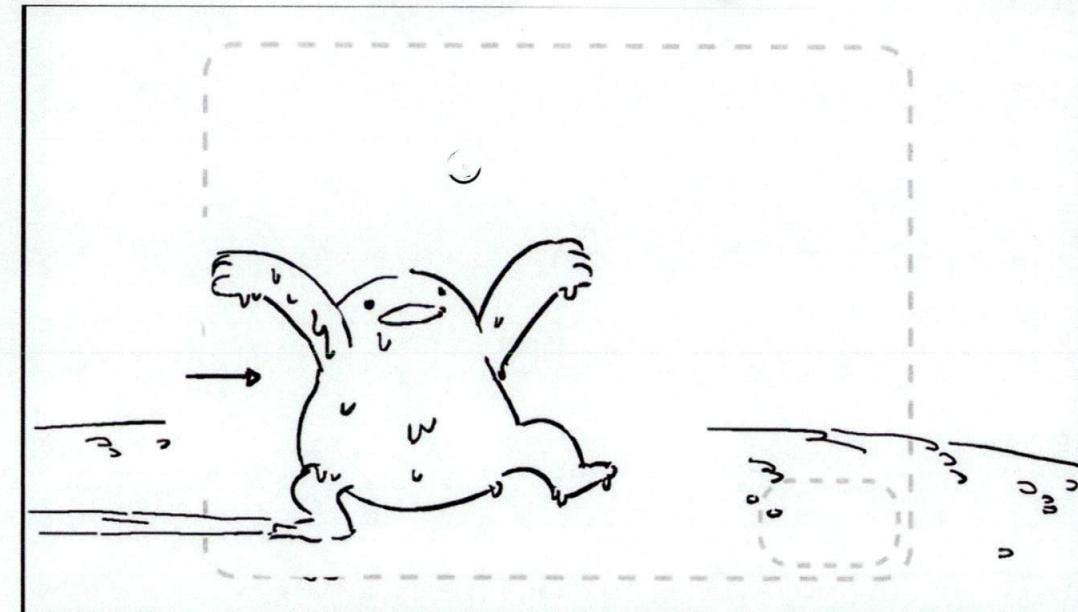


Sc. 110

Pnl. A

Bg.

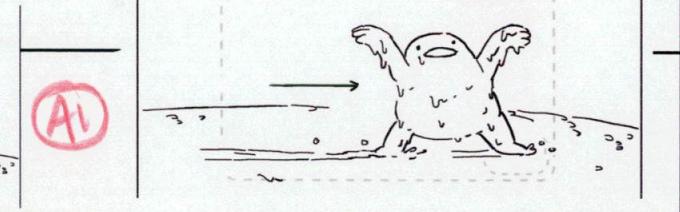
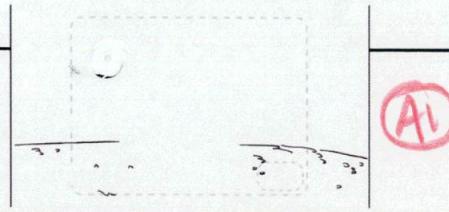
day night



P / the four  
elementals  
lived...

DEC 02 2015

- SLIME ELEMENTAL  
SLIDES ON/S.



Production:

EPISODE # 1034-242

1034/242

Page 204

day night

1034/242

# ADVENTURE TIME

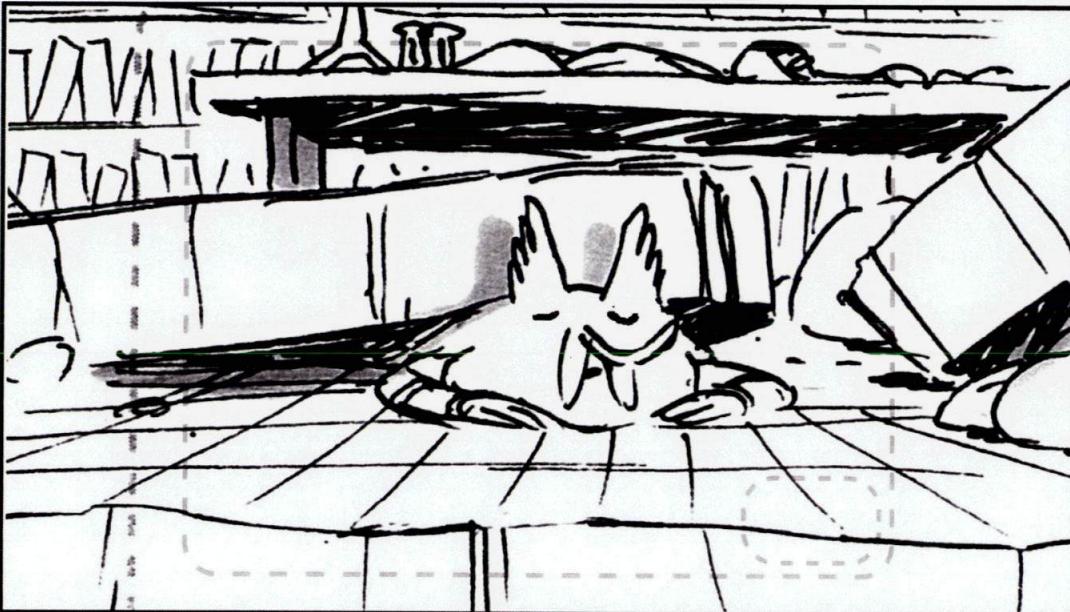


Sc. III

Pnl. A

Bg.

day night

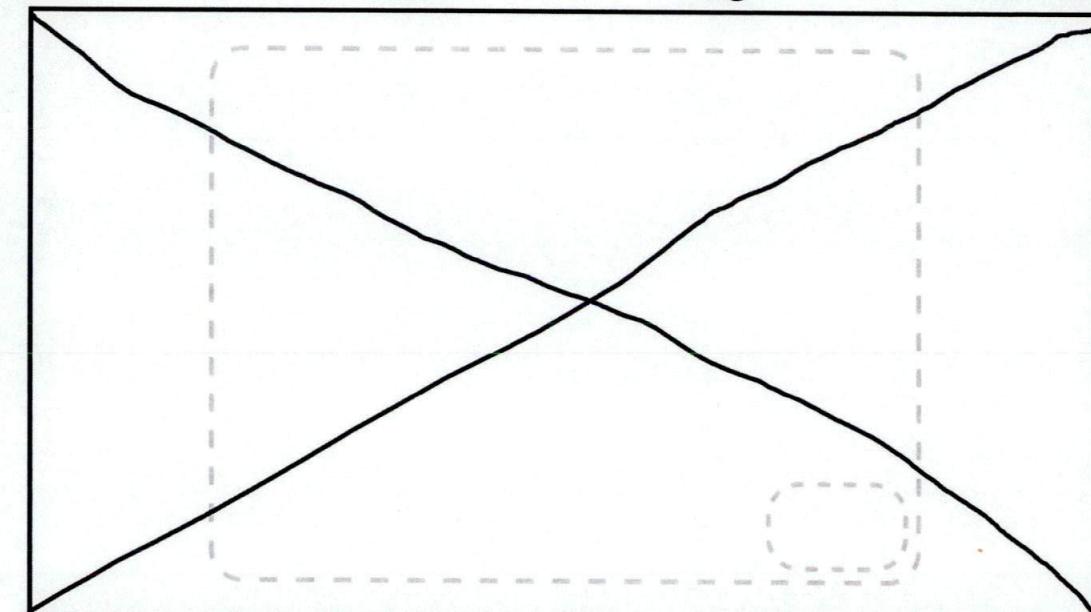


Sc.

Pnl.

Bg.

day night



Page 205

EPISODE # 1054-242

Production:

1034 / 242

1034 / 242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

P/ ...and died ..<sup>(v)</sup>

Action:

- FLASH BACK TO EVERGREEN

DEC 02 2015

Timing:

1034 / 242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



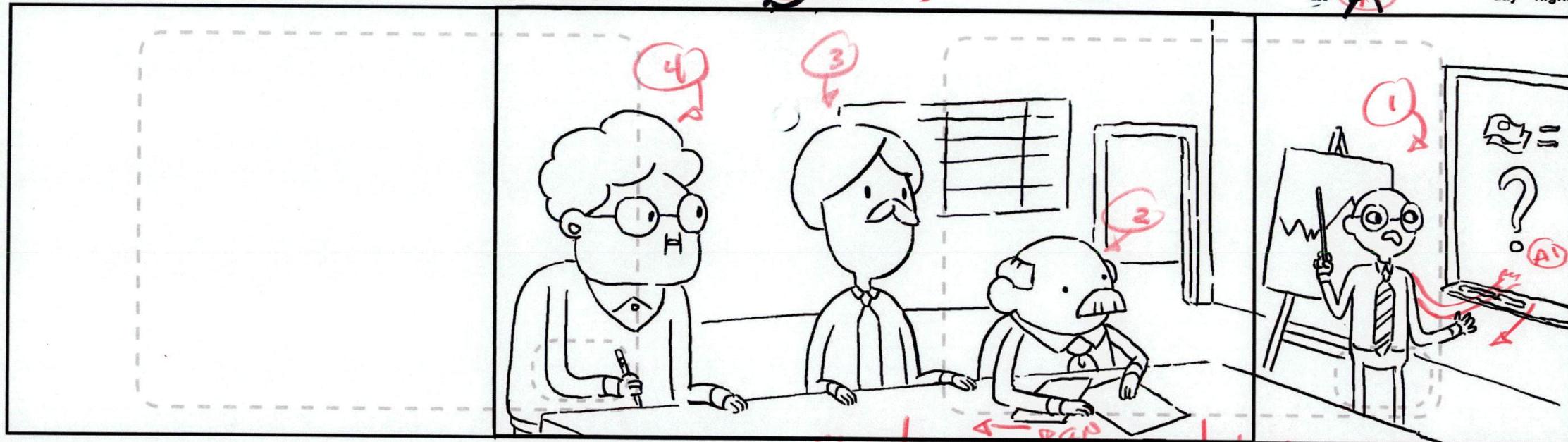
Sc 1/2

B

Page 206

day night

A



#### Dialog:

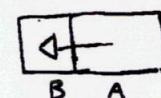
P/... and lived  
again.

#### Action:



#### Timing:

CAM ADJ



DEC 02 2015



#### Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



NO  
SC  
114

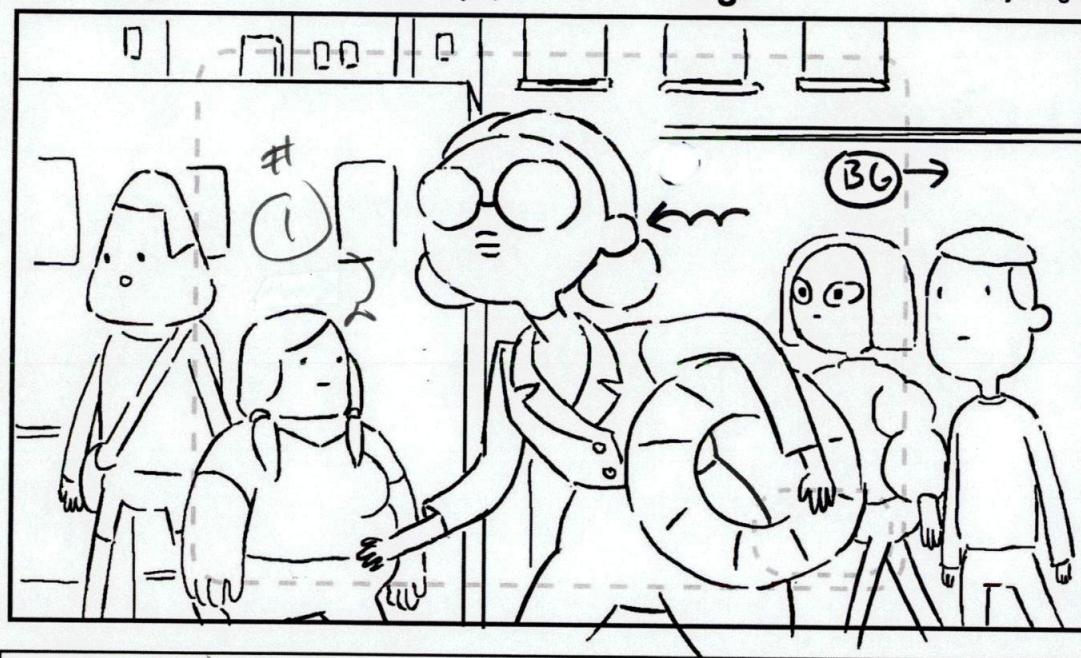
Page 207

Sc. 113

Pnl. A

Bg.

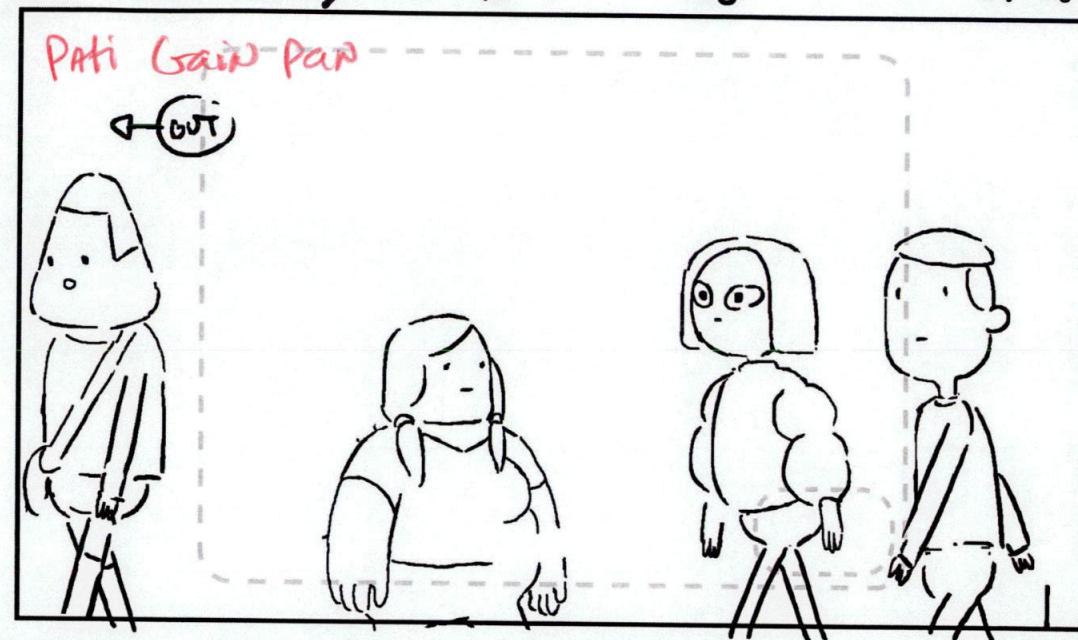
day night



Sc. 113 cont Pnl. B

Bg.

day night

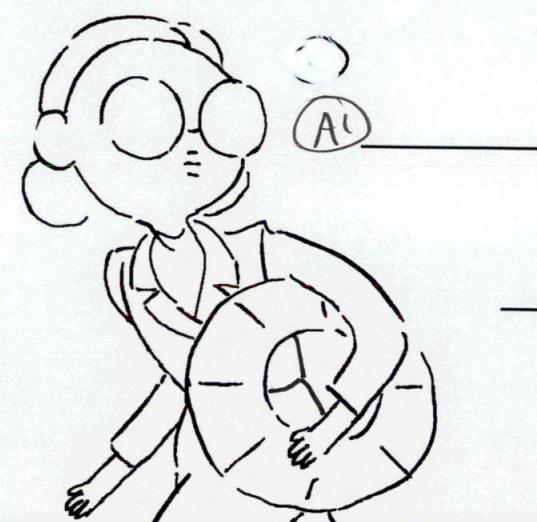


Dialog:

(CV) P I was the  
incarnation of  
the Ice elemental  
back in the day..

Action:

Timing:



DEC 02 2015

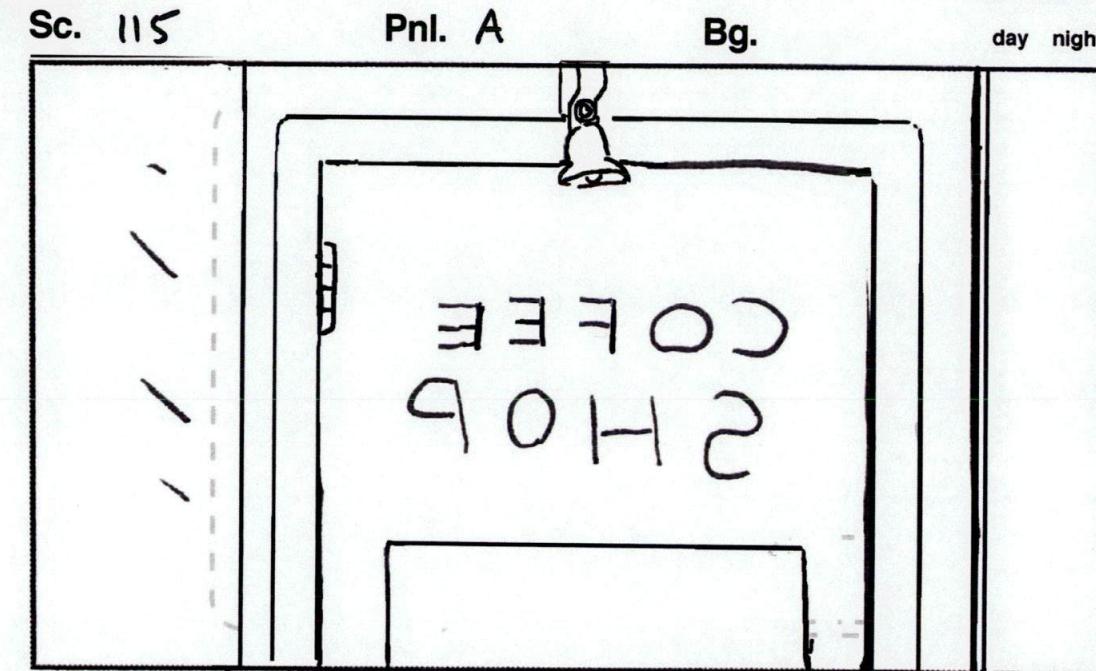
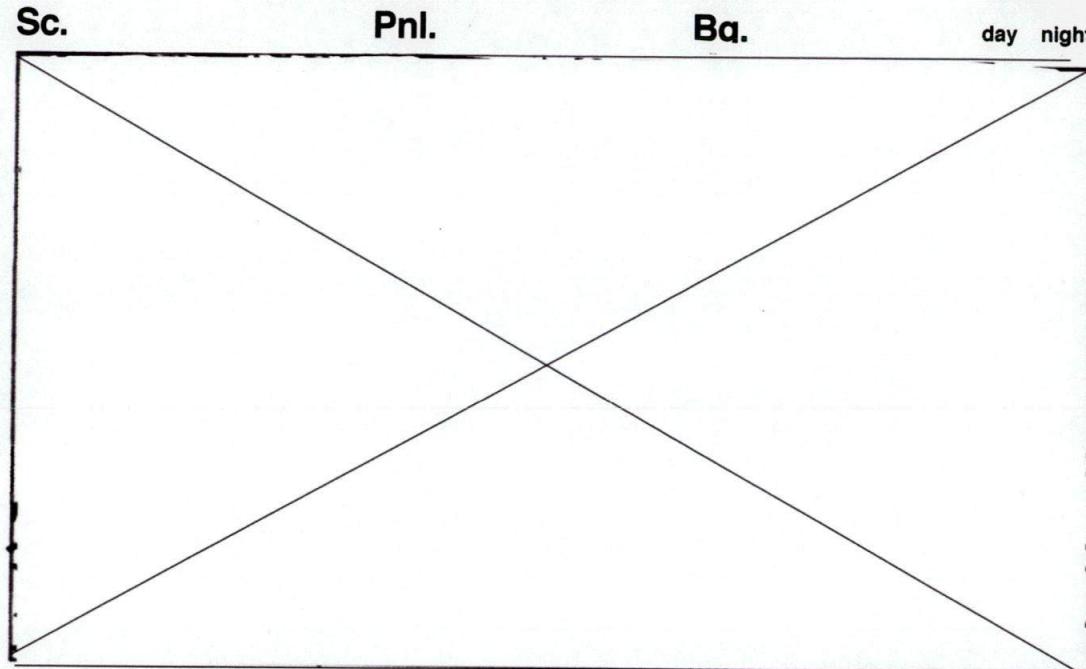
Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Dialog:

(cv.o)  
P/ and you guys  
were there too

Action:



DEC 02 2015

Timing:

Production:

Page 208

EPISODE # 1034-242

1034-242

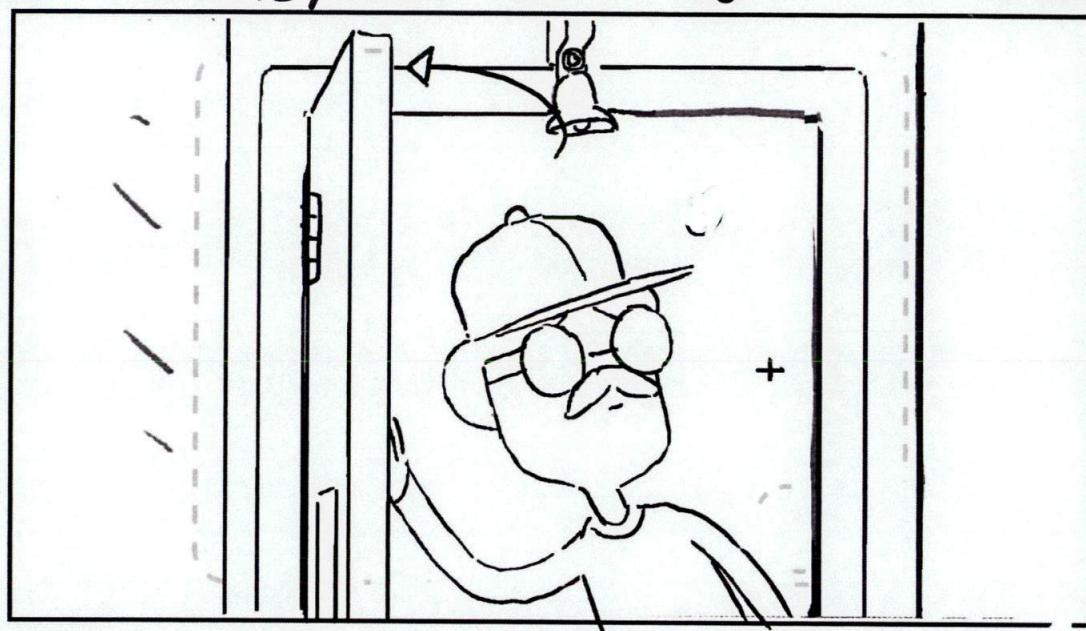
1034/242

# ADVENTURE TIME



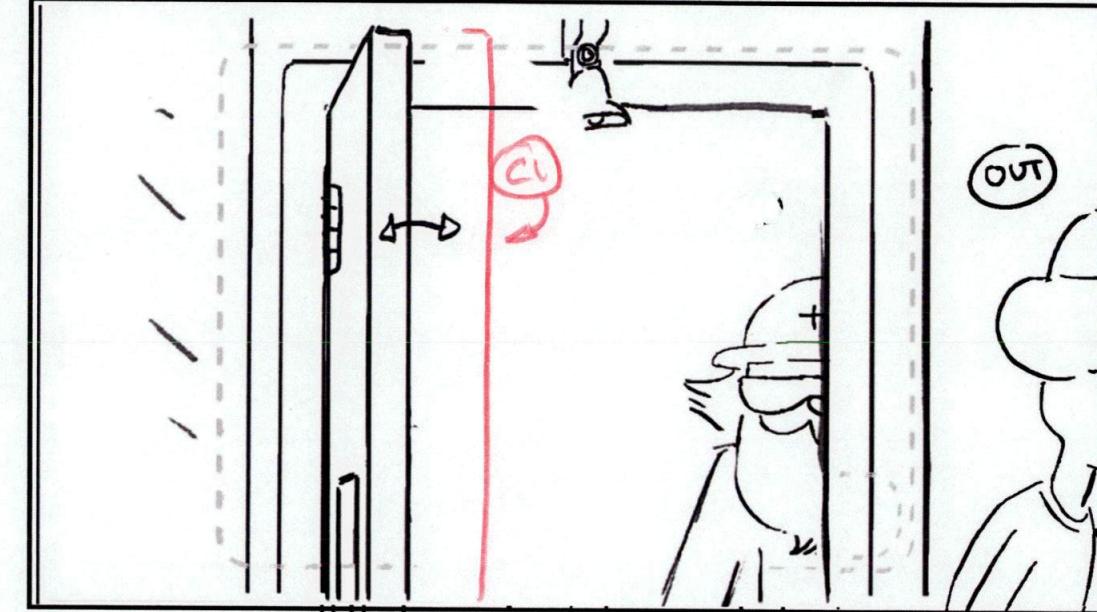
Sc. 115 cont Pnl. B Bg.

day night



Sc. 115 cont Pnl. C

day night

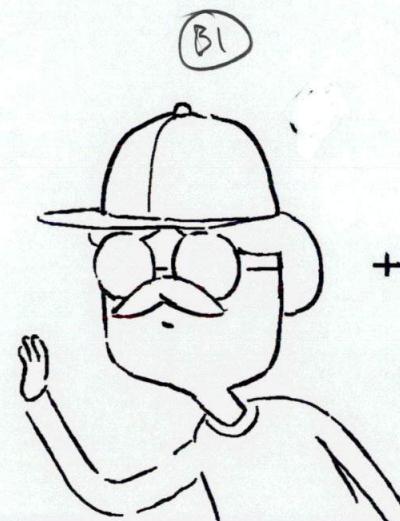


Page 209

EPISODE # 1034-242

Production:

Dialog:



Action:

(PINK SKIN)

Timing:



1034/242

1034/242

1034/242

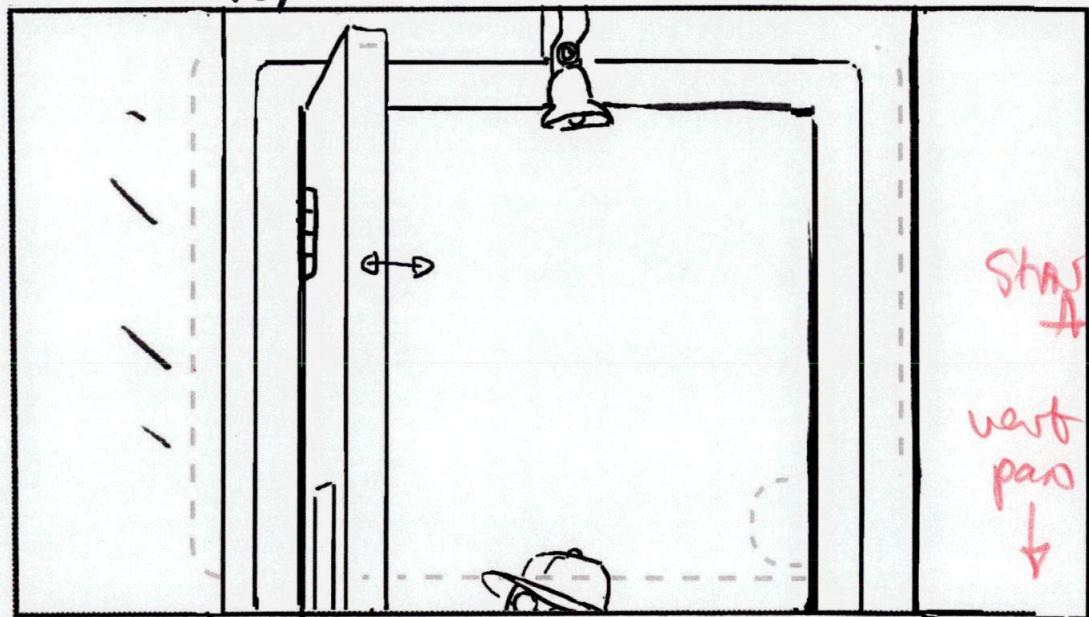
# ADVENTURE TIME



Sc. 115 cont Pnl. D

Bg.

day night



Dialog:

CAM  
ADJ  
 A  
B

Action:

- PAN DOWN TO SHORT  
SLIME ELEMENTAL.

Timing:

Sc. 115 cont

Bg.

Page 210  
210A next  
day night



ADDITIONAL  
POSES ON 210A

(GREEN SKIN)

EPISODE # 1034-242

1034/242

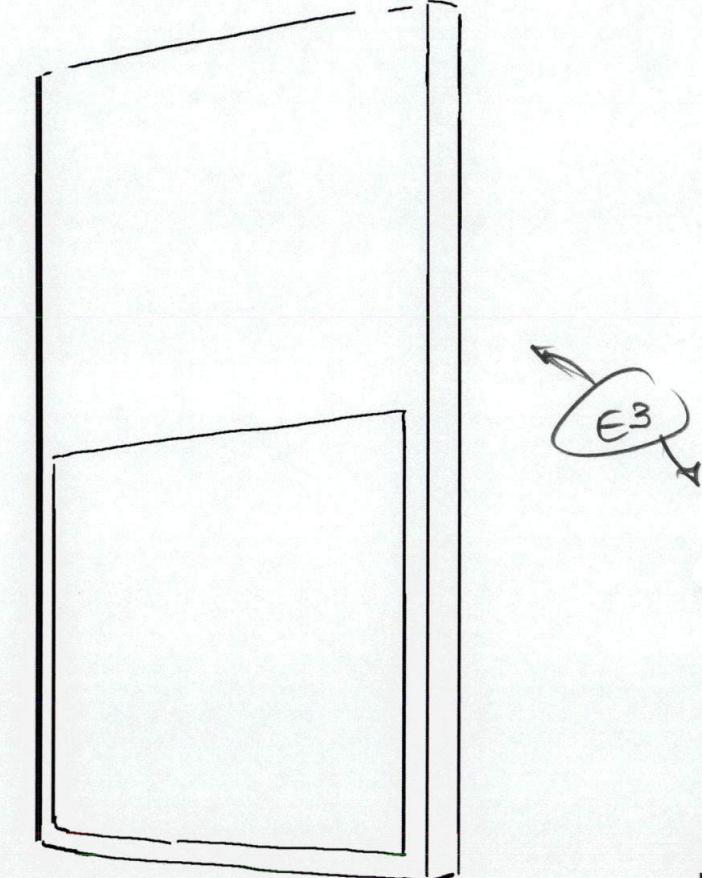
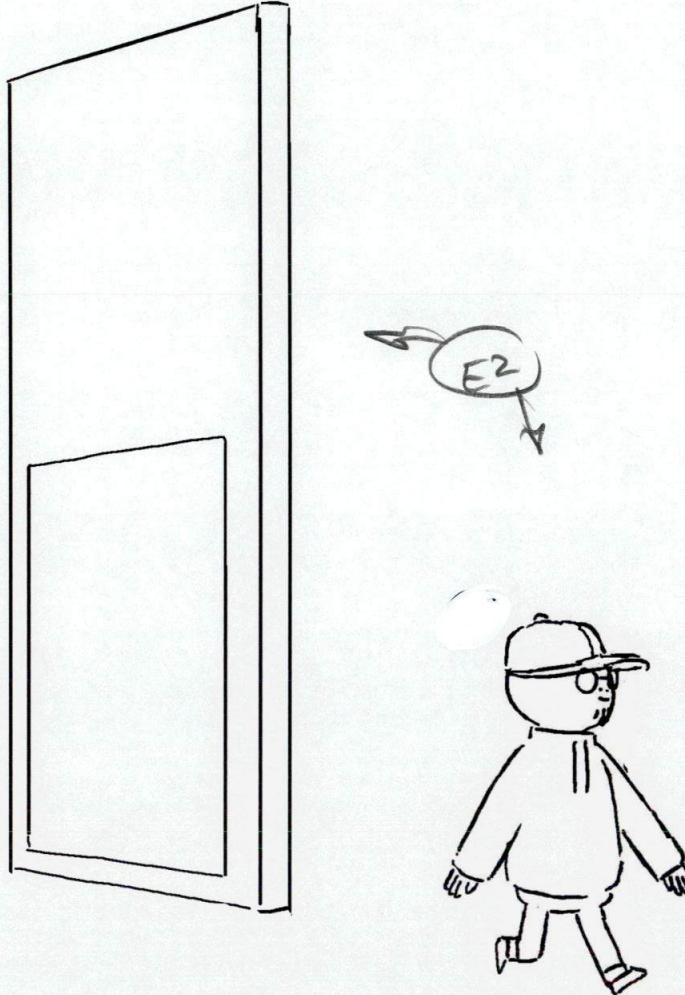
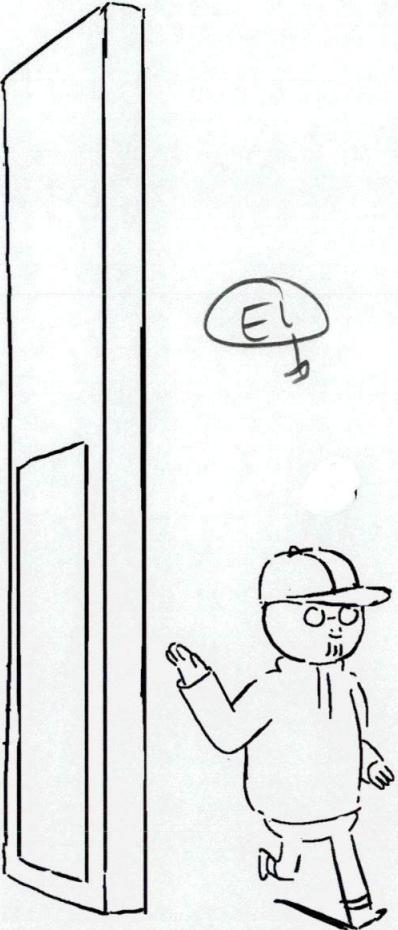
Production:

1034/242

# ADVENTURE TIME



Page 210A  
211NEXT



DEC 02 2015

Production:

EPISODE # 1034-242

1034 / 247

1034 / 24?

# ADVENTURE TIME



Page 211

Sc. 116

Pnl. A

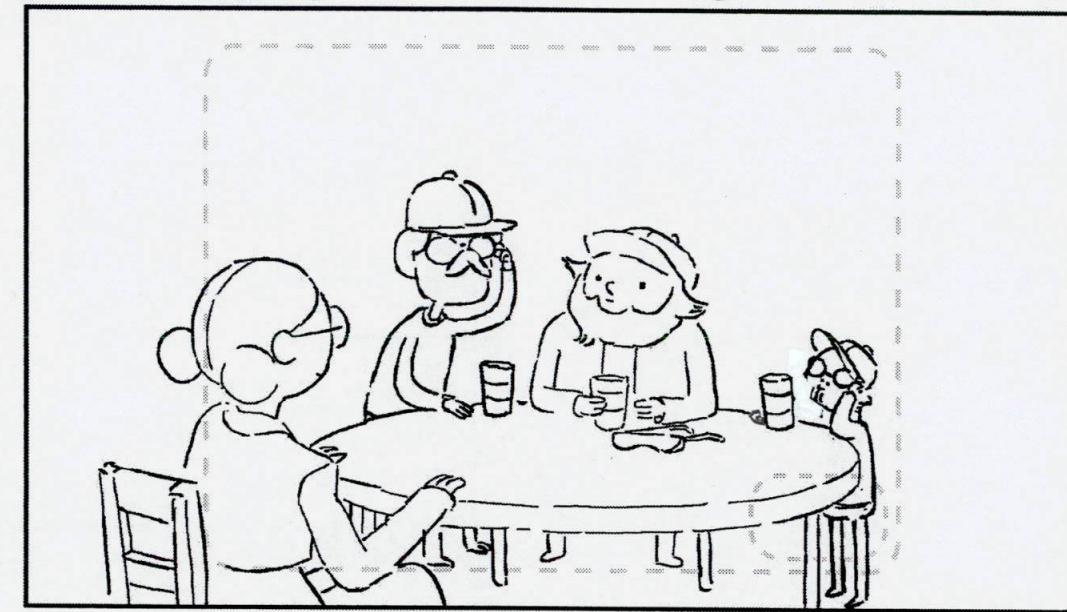
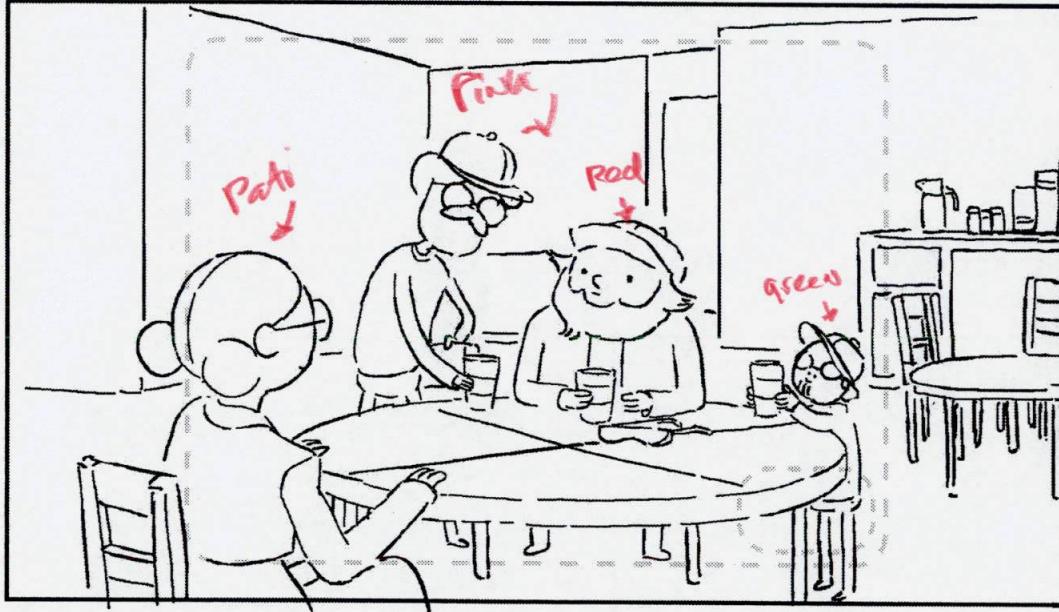
Bg.

day night

Sc. 116 cont Pnl. B

Bg.

day night



Dialog:

P/<sup>CV/</sup> we used to  
get coffee  
sometimes.

P/ It felt  
good to be  
around each  
other...

Action:



Timing:



( COFFEE TABLE  
LOOKS LIKE TOP  
OF TOWER FROM 'EVERGREEN'

DEC 02 2015

Production:

1034'24?

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Sc. 116 cont Pnl. C

Bg.

day night

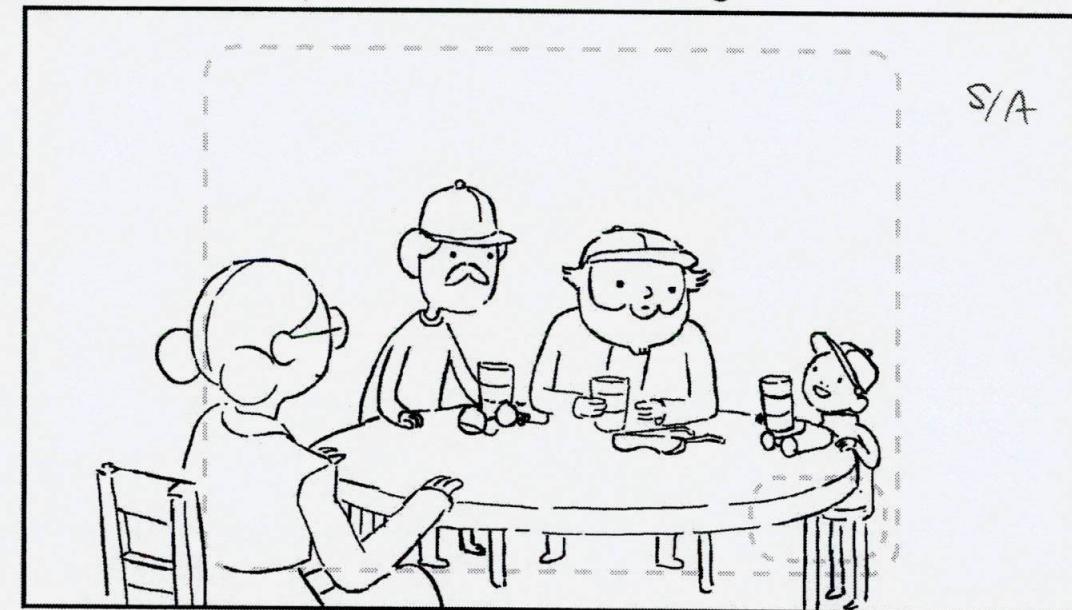
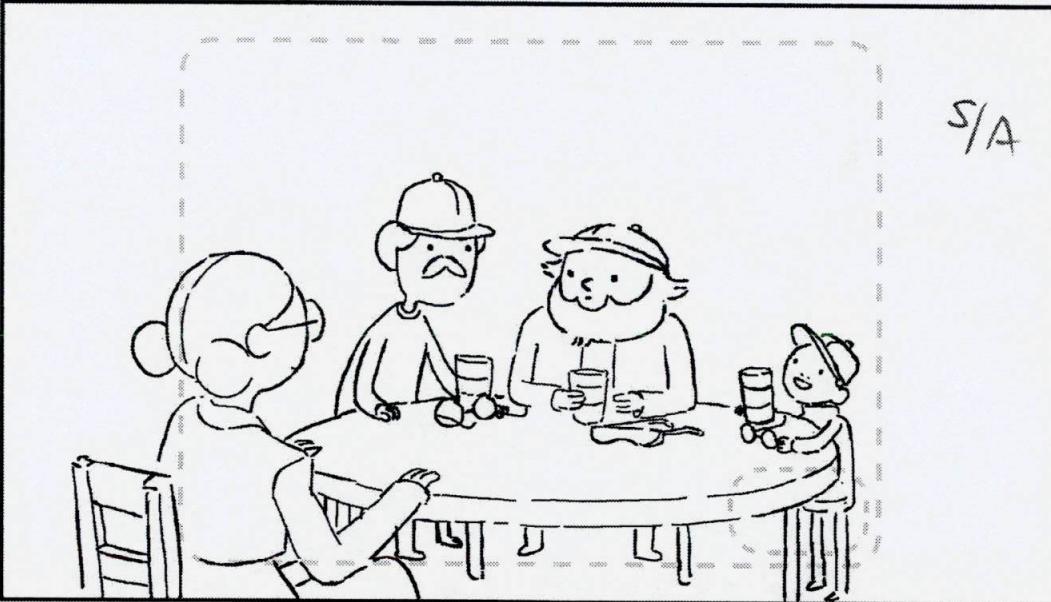
Page 212

day night

Sc. 116 cont Pnl. D

Bg.

day night



1034/242

Dialog:

Action:

Timing:

DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Page 213

Sc. 117

Pnl. A

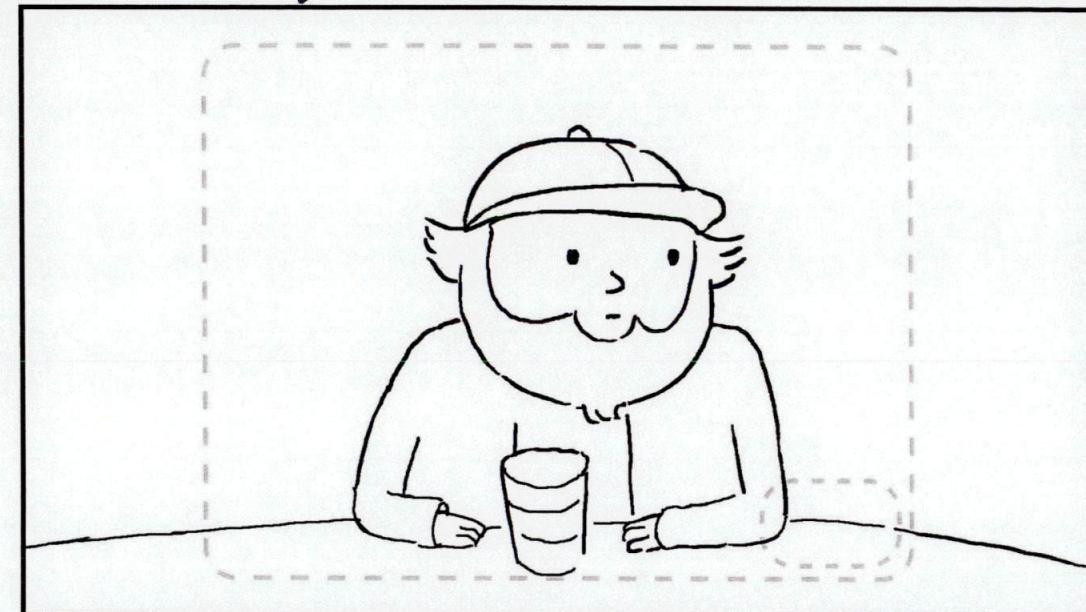
Bg.

day night

Sc. 117 cont Pnl. B

Bg.

day night



Dialog:

Action:

(Fire dude lookin' around, make  
sure nobody's watching)

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 214

Sc. 117 cont Pnl. C

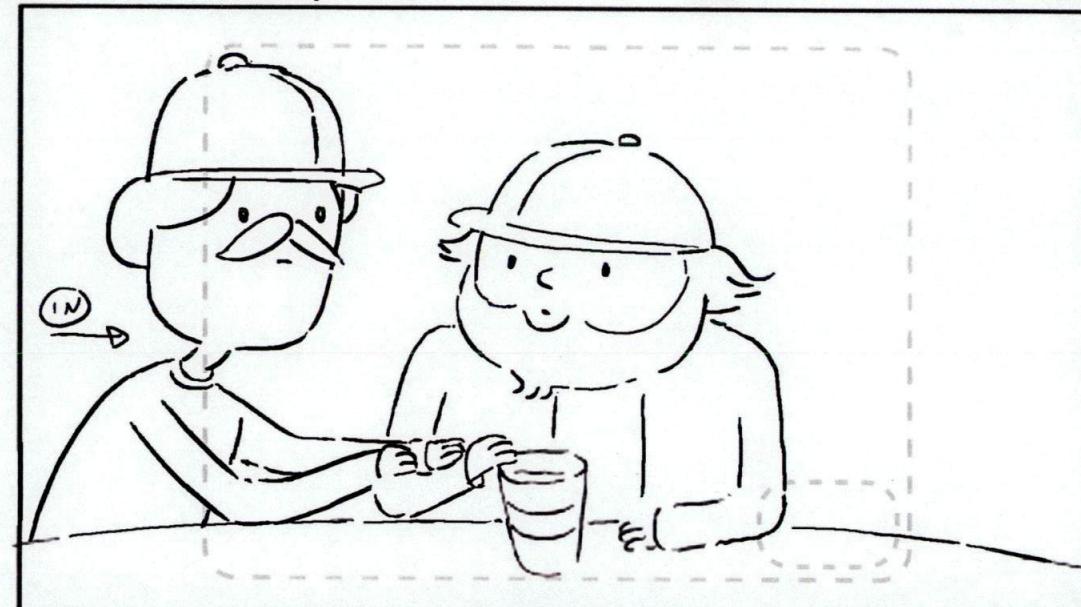
Bg.

day night

Sc. 117 cont Pnl. D

Bg.

day night



Dialog:

P) IT WAS A NON-MAGIC WORLD BACK THEN SO OUR  
powers were limited

P : BUT EVEN  
WEAK POWERS  
HAD TO STAY  
HIDDEN!

Action:



(zap zap)

(fire dude zaps  
his coffee with  
a little heat)

(candy dude gently stops fire dude  
From using his powers )

DEC 02 2015

Timing:

Production:

1034/24?

1034/242

EPISODE # 1034-242

1034/24?

# ADVENTURE TIME



Sc. 117 cont Pnl. E

Bg.

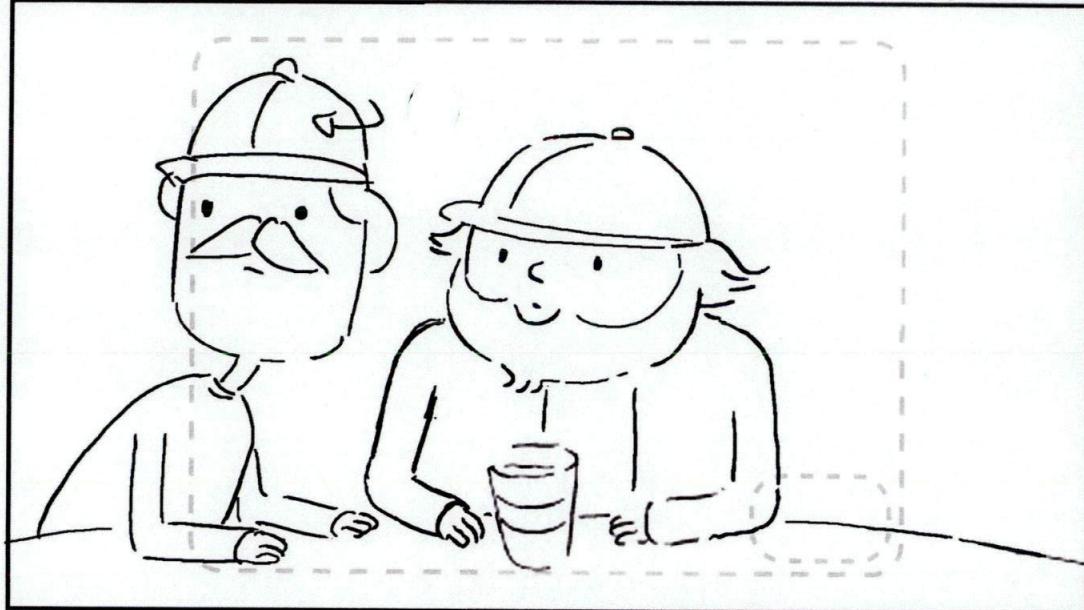
day night

Page 215

Sc. 117 cont Pnl. F

Bg.

day night



1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Dialog:

SFX:

\* VMM \*

Action:

- CANDY DUDE LOOKS INTO CUP

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

1034/24?

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

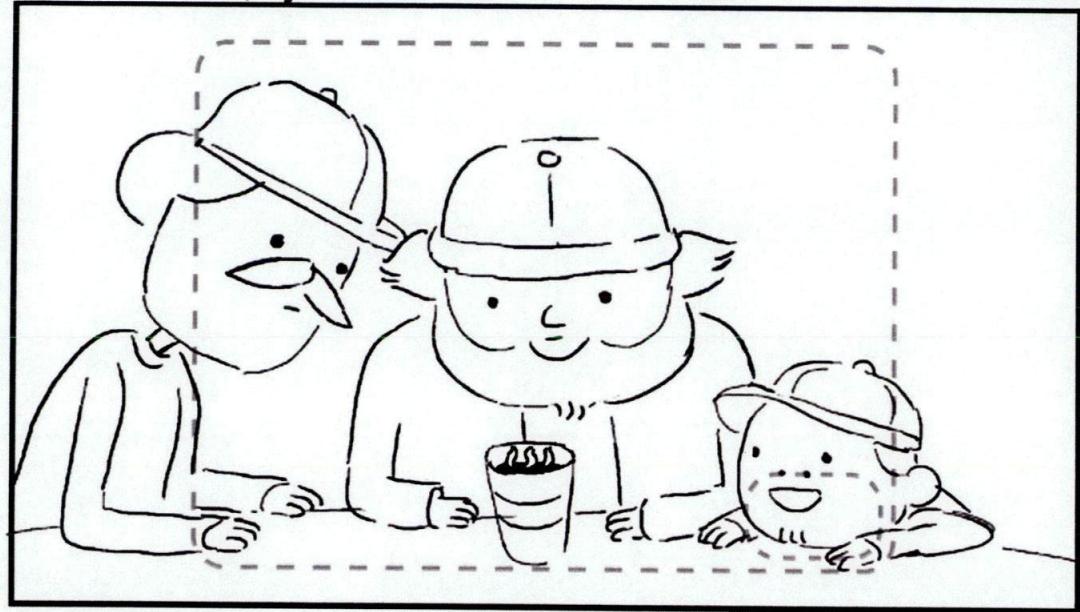


Page 216

Sc. 117 cont Pnl. G

Bg.

day night



Sc. 117 cont Pnl. H

Bg.

day night



Dialog:

(V.O)

P: But as we gathered more and more,

Action:

- SLIME DUDE SLIDES IN.

ANIMATE IN ON CUP

DEC 02 2015

Timing:

Production:

1034/242

# ADVENTURE TIME



Page 217

Sc. 117 cont Pnl. I

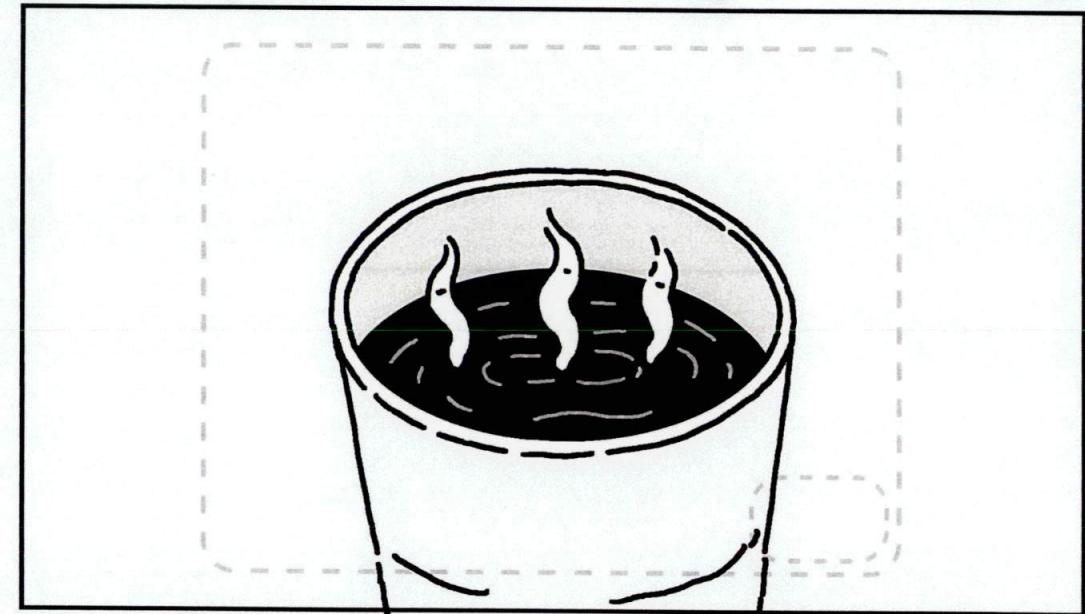
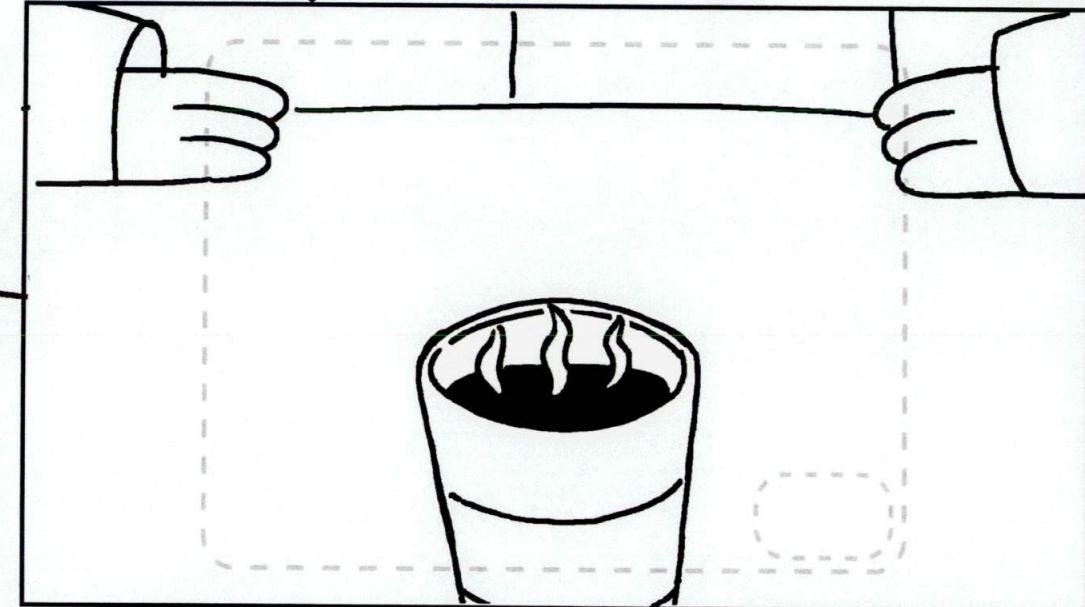
Bg.

day night

Sc. 117 cont Pnl. J

Bg.

day night



**Dialog:**

P: (V.O.) WE began to see visions . . .

**Action:**

DEC 02 2015

**Timing:**

Production:

1034/242

1034/242

EPISODE # 1034-242

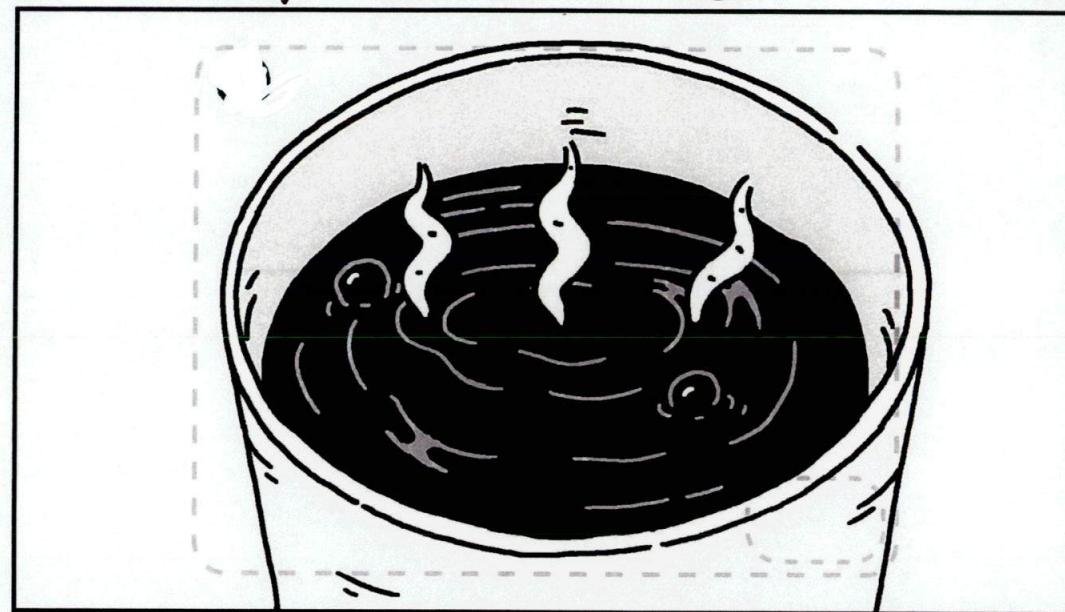
1034/242

# ADVENTURE TIME



Sc. 117 cont Pnl. K Bg.

day night



Sc. 117 cont Pnl. L

day night



1034/242

Page 218

EPISODE # 1034-242

1034/242

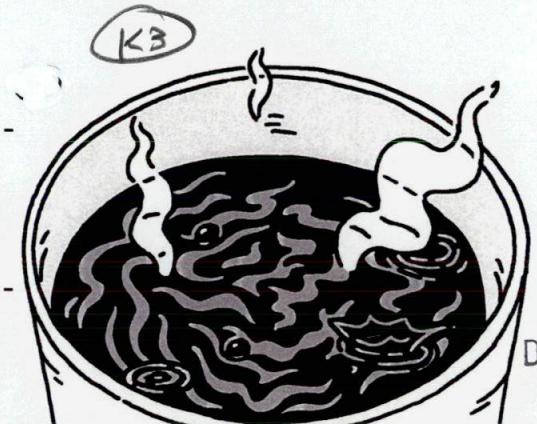
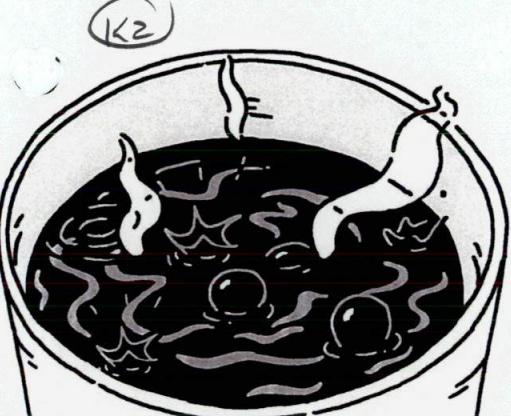
Dialog:

P: (V.O.)

... V I S I O N S

of the future.

Action:



Timing:

DEC 02 2015

Production:

1034/242

# ADVENTURE TIME

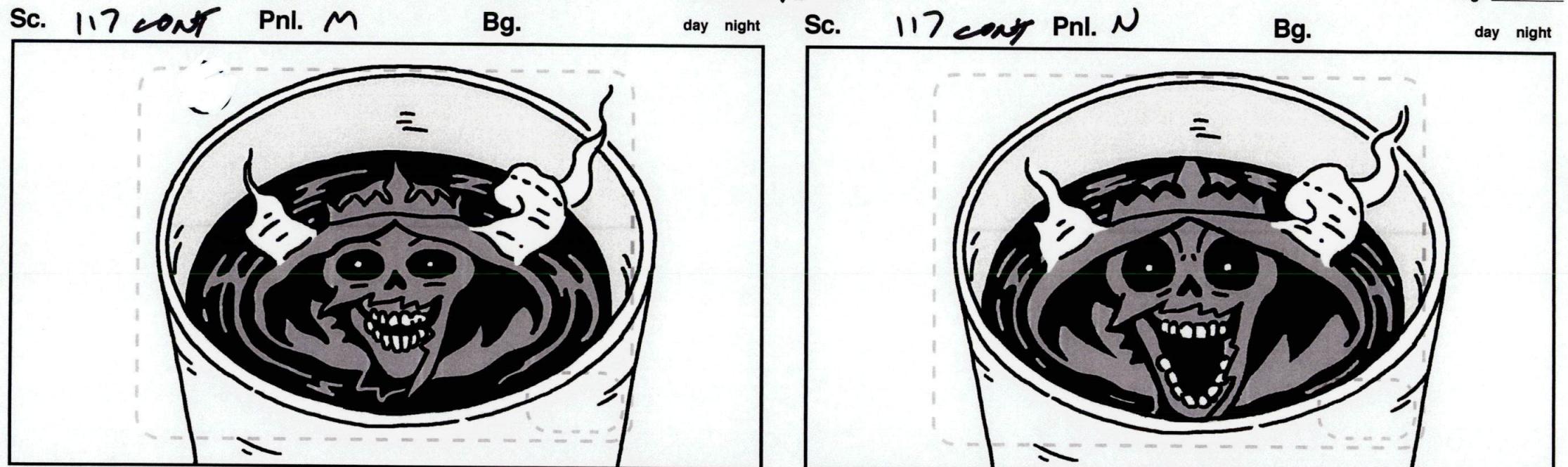
1034 / 242

Sc. 117 cont Pnl. M

Bg.



day night



Page 219

day night

EPISODE # 1034-242

Production:

Dialog:

Action:

Timing:

CYCLE : M MI

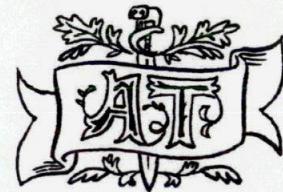


- IMAGE OF LICH APPEARS  
IN COFFEE

DEC 02 2015

1034 / 242

# ADVENTURE TIME

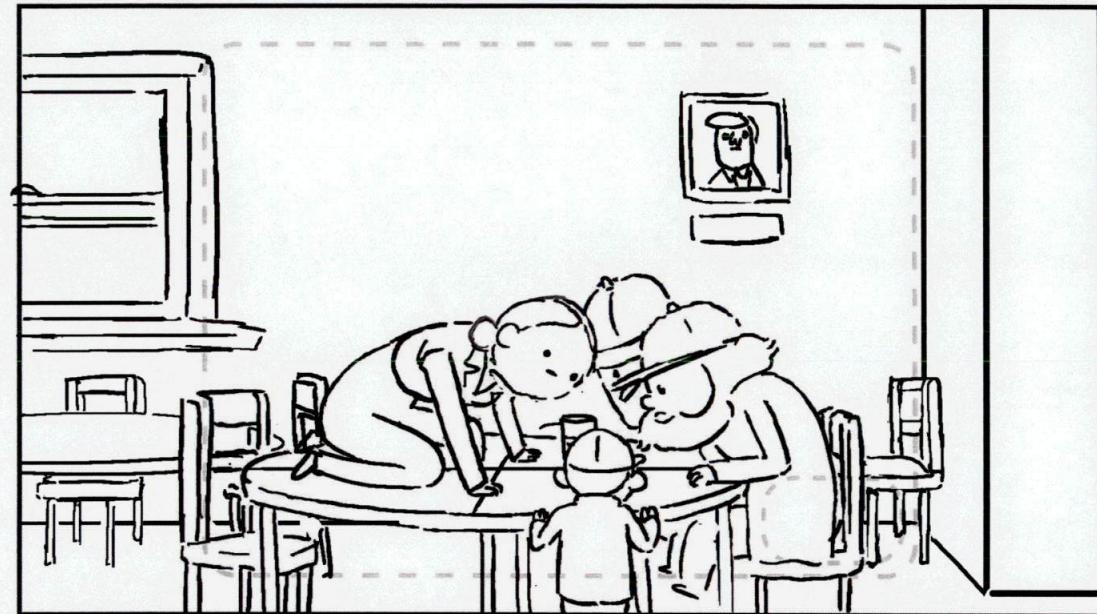


Sc. 118

Pnl. A

Bg.

day night



Sc. 118 cont

Pnl. B

Bg.

day night



Dialog:

(V/O)  
P/ we sensed that the world was about to  
go through a transition ..

Action:

- ELEMENTALS RECOL.

DEC 02 2015

Timing:

Production:

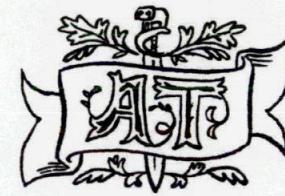
220  
Page \_\_\_\_\_

EPIISODE # 1034-242

1034 / 242

1034 / 242

# ADVENTURE TIME



Page 221

Sc. 118 cont Pnl. C

Bg.

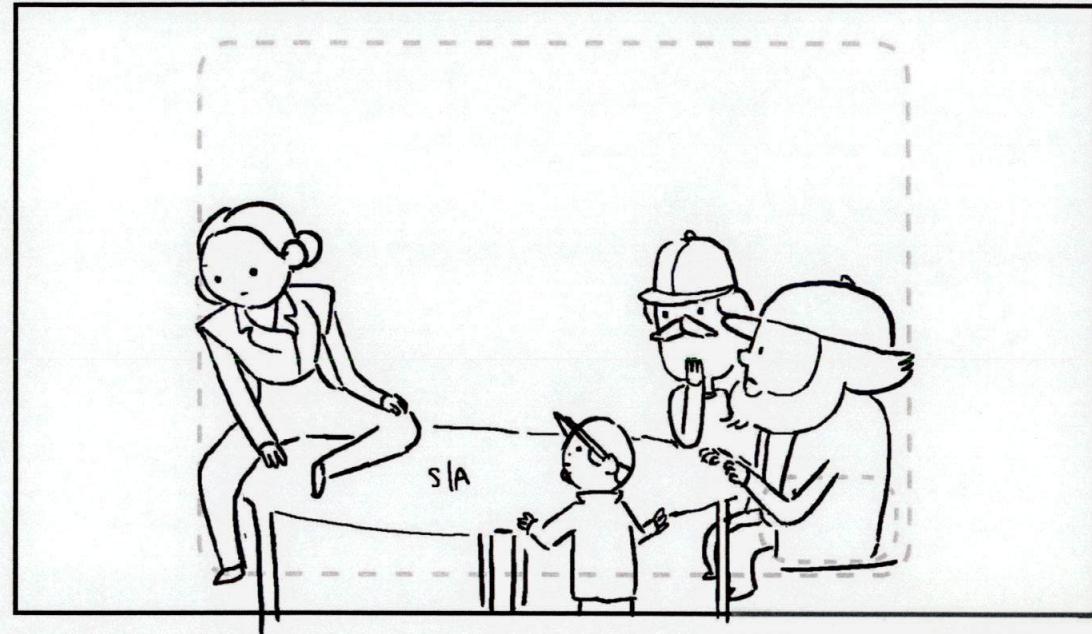
day night

Sc. 119

Pnl. A

Bg.

day night



Dialog:

(v.o)  
P/ AN EPIC  
CATACLYSM --

Action:

(candy dude is  
mouthing the words)

DEC 02 2015

Timing:



Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Sc. 119 cont Pnl. B

Bg.

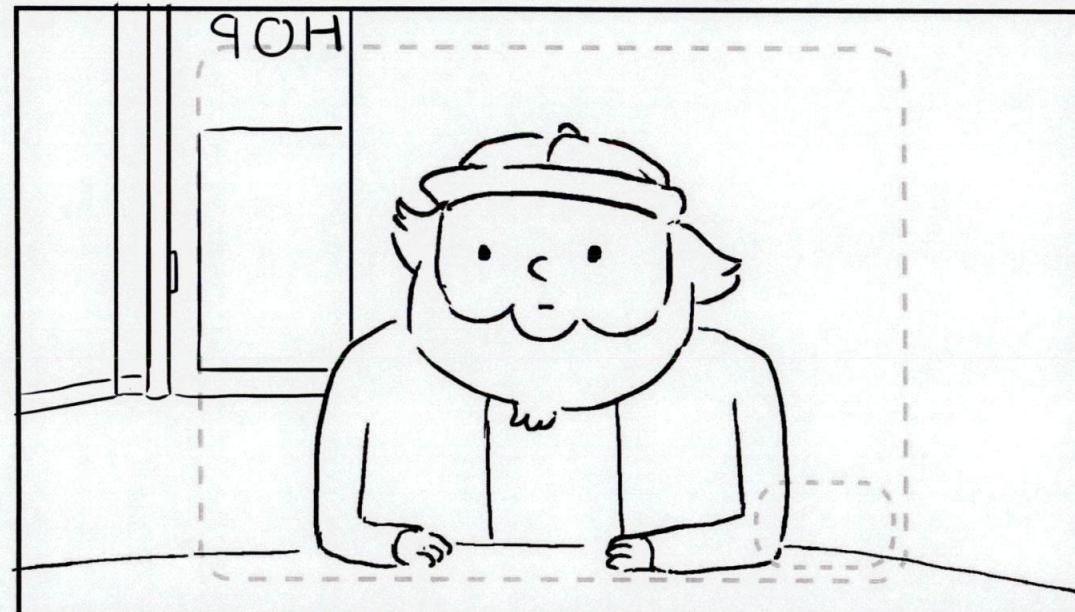
day night

Pnl. A

Bg.

Page 222

day night



Dialog:

P/  
~~V.O.~~ THAT WE  
PROBABLY  
WOULDN'T  
SURVIVE.

Action:

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 223

Sc. 120 cont Pnl. B

Bg.

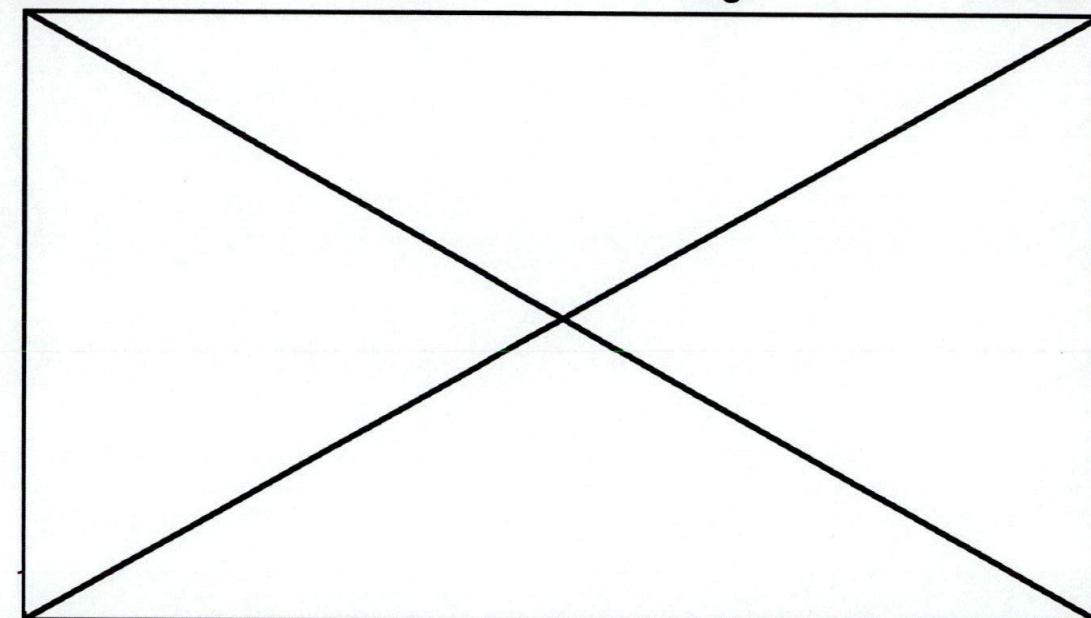
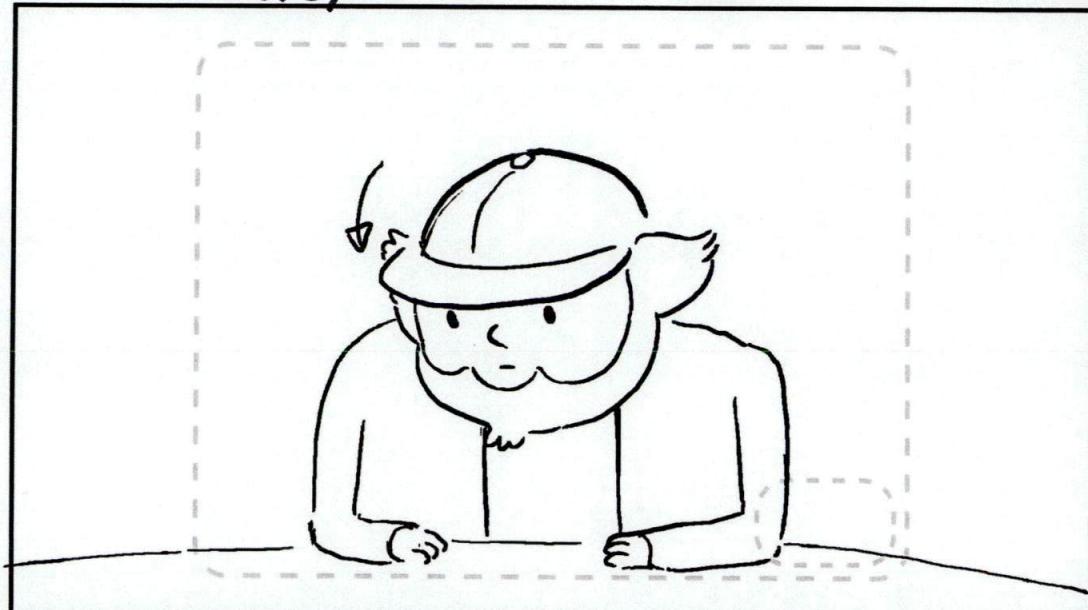
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

676/7801

# ADVENTURE TIME



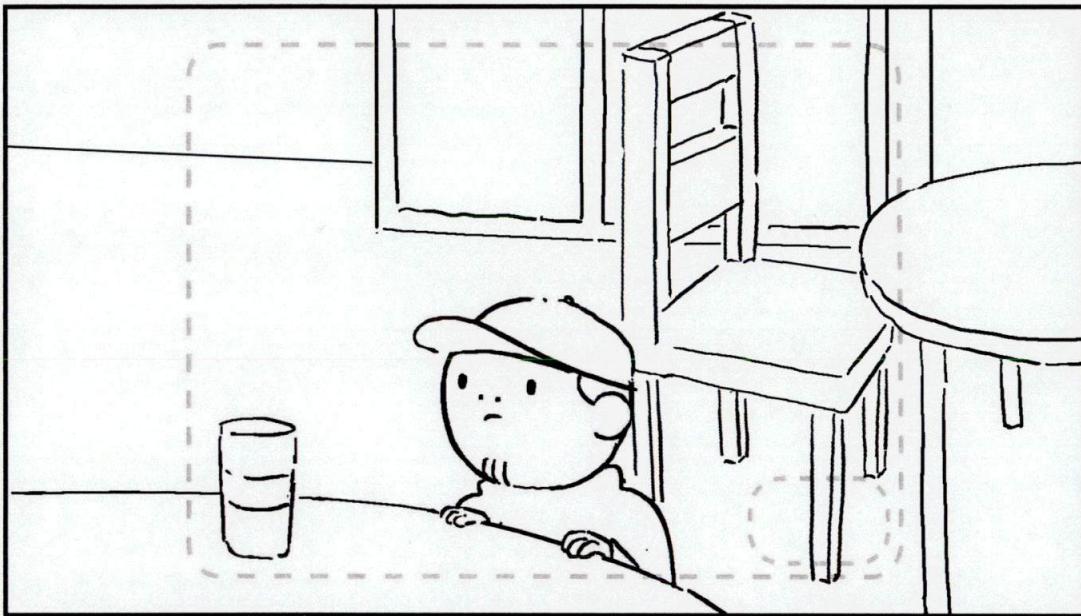
Page 224

Sc. 121

Pnl. A

Bg.

day night

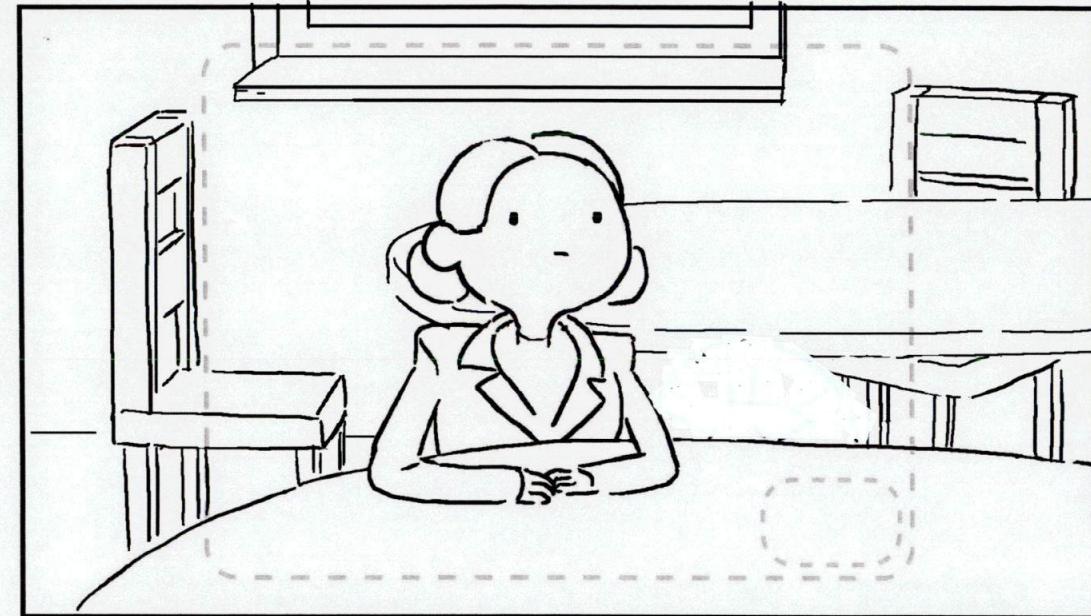


Sc. 122

Pnl. A

Bg.

day night



1034/242

Dialog:

*Pato (V.O)* It was scary to think  
about pushing

*Pato (V.O)* But...

Action: - SLIME DUDE LOOKS TO PATIENCE.



(A1)

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Sc. 122 cont Pnl. B

Bg.

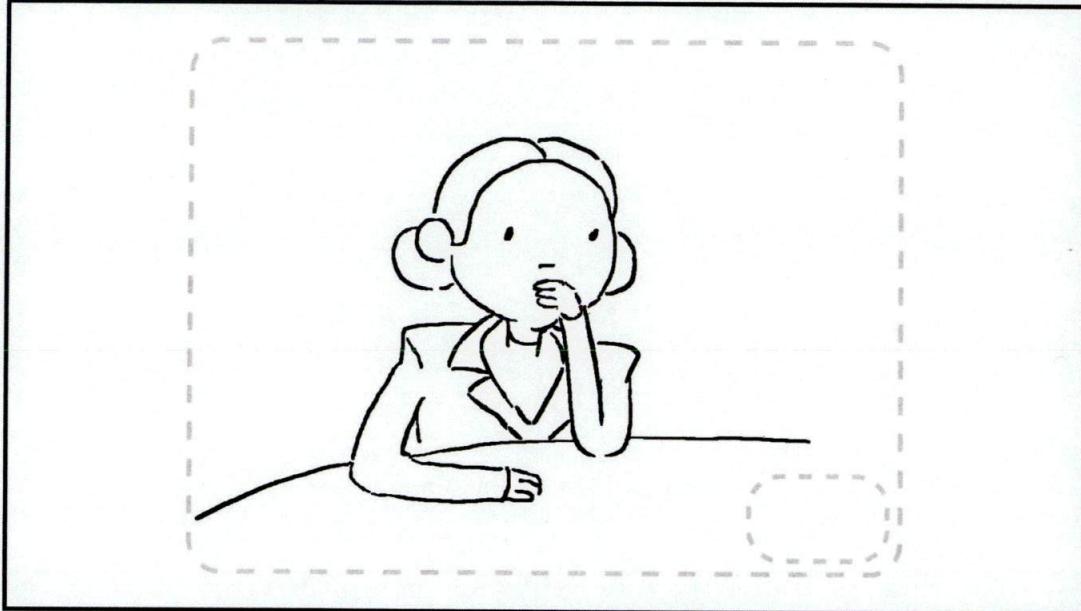
day night

Sc. 122 cont Pnl. C

Bg.

Page 225

day night



1034/242

Dialog:

Pato (vo) Then I was like

Pati: Hey what if we

Action:

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 226

Sc. 122 cont Pnl. D

Bg.

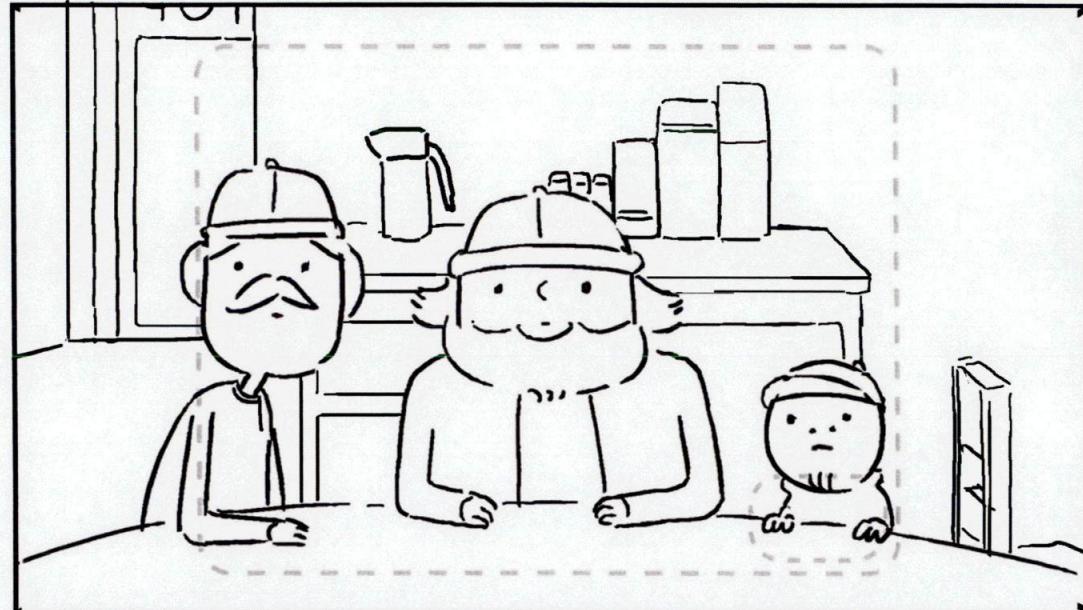
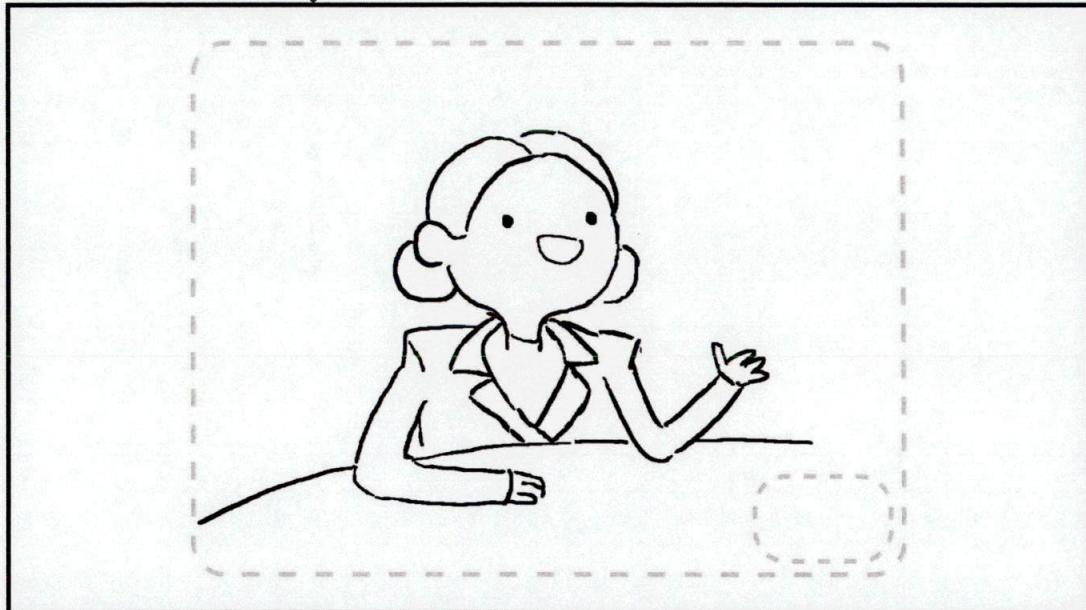
day night

Sc. 123

Pnl.A

Bg.

day night



1034 / 242

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

**Dialog:**

P/  
... don't perish?"

P/<sup>(v.o.)</sup> "what if I freeze us and  
we wait out this transition?"

**Action:**

DEC 02 2015

**Timing:**

**Production:**

1034 / 242

EPISODE # 1034-242

1034 / 242

# ADVENTURE TIME



Page 227

Sc. 123 cont Pnl. B

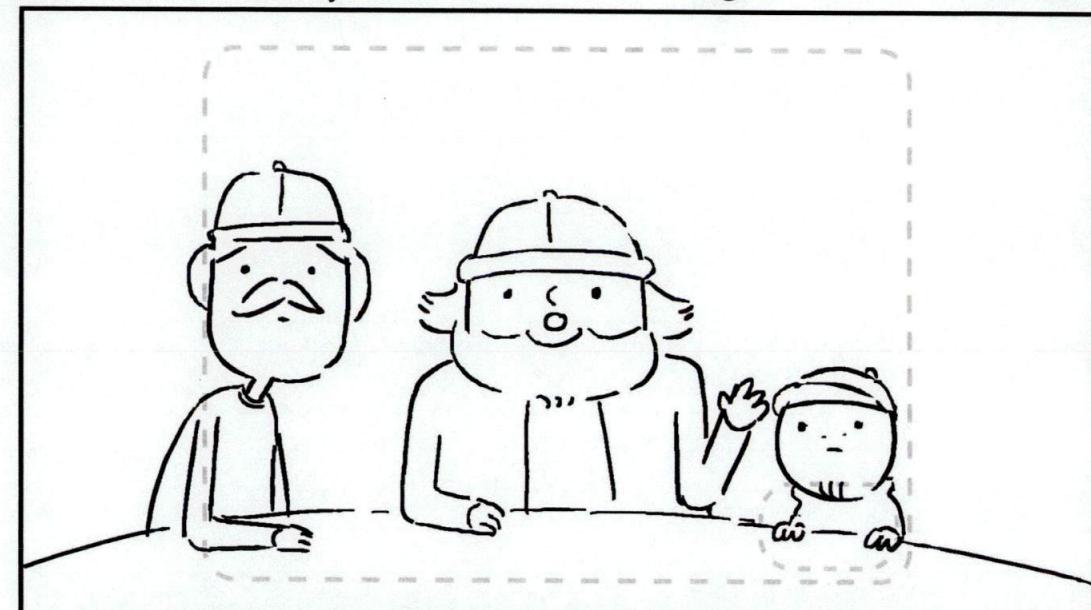
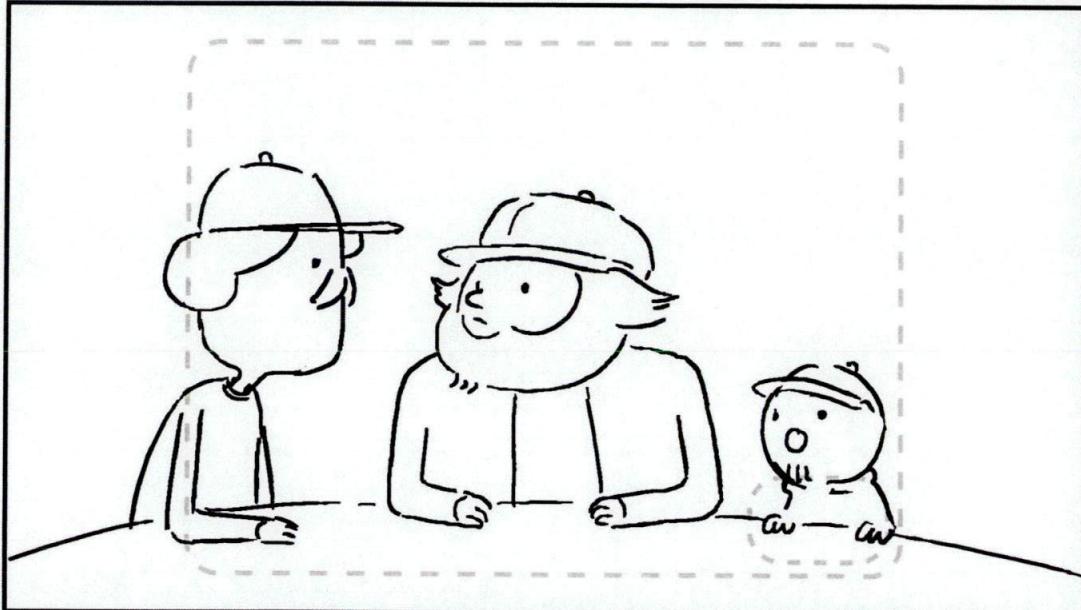
Bg.

day night

Sc. 123 cont Pnl. C

Bg.

day night



1034/242

Dialog:

P/ <sup>(v.o.)</sup> .. but the old versions of y'all  
weren't into it

P/ <sup>(v.o.)</sup> said you accepted that the elements  
you embodied would live on ..

Action:

- FIRE DUDE MOUTH'S DIALOG.

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

# ADVENTURE TIME



Page 228

Sc. 123A Pnl. A

Bg.

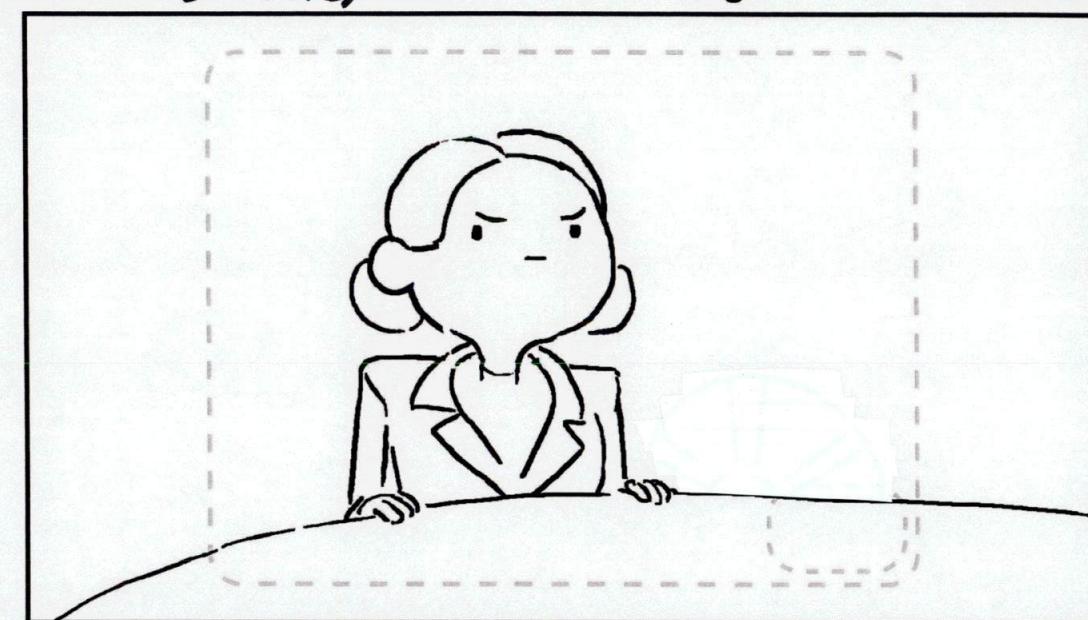
day night



Sc. 123A cont Pnl. B

Bg.

day night



Dialog:

<sup>(cv.a).</sup>  
P/.. said I was  
in denial or  
something ..

Action:

DEC 02 2015

Timing:

Production:

1034/247

1034/242

EPISODE # 1034-242

# ADVENTURE TIME



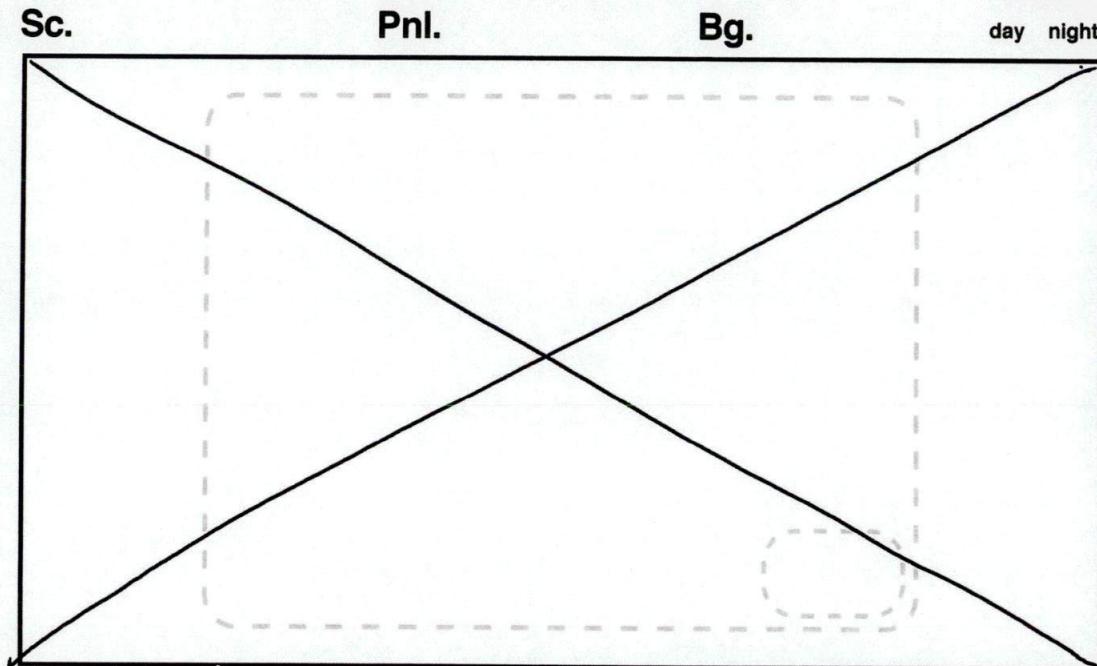
Page 229

Sc.

Pnl.

Bg.

day night



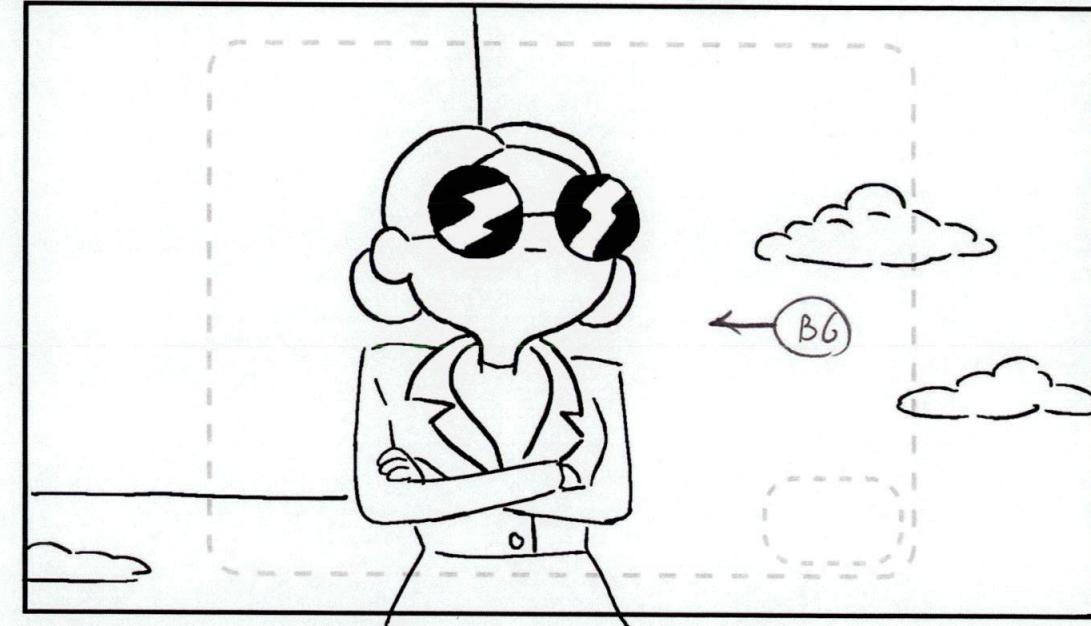
Sc. 124

Pnl.

A

Bg.

day night



1034-242

EPISODE #

1034/242

1034/242

Dialog:

Pat<sup>(w)</sup> So I went out  
ALONE

Action:

- X DISSOLVE TO PATIENCE ON BOAT

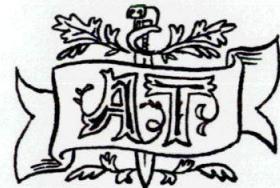
DEC 02 2015

Timing:

Production:

1034/242

## ADVENTURE TIME

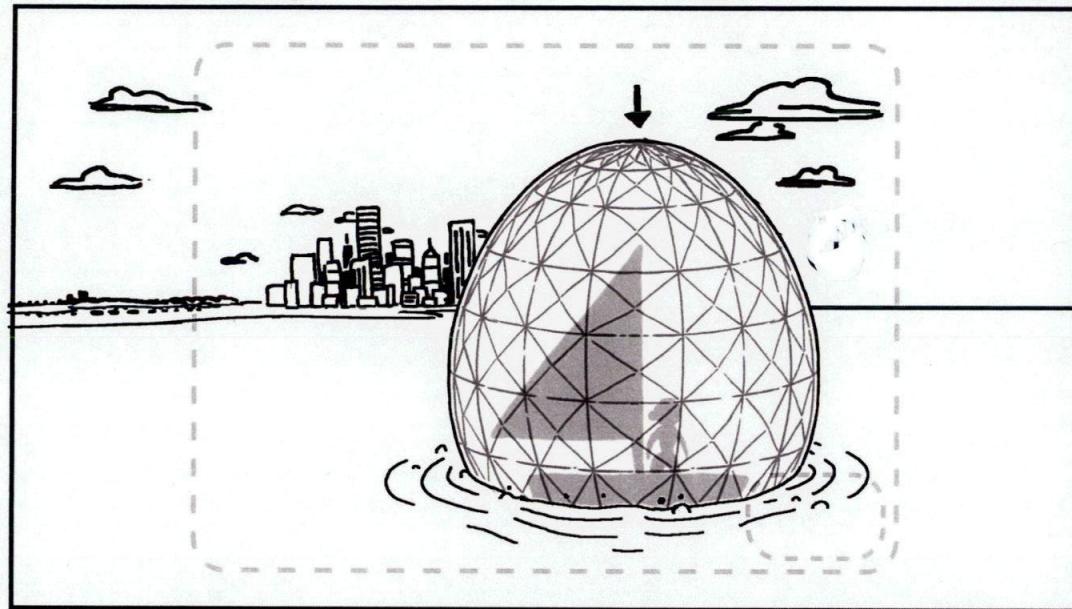


Page 231

Sc. 125 cont Pnl. C

Bg.

day night



Sc. 125 cont Pnl. D

Bg.

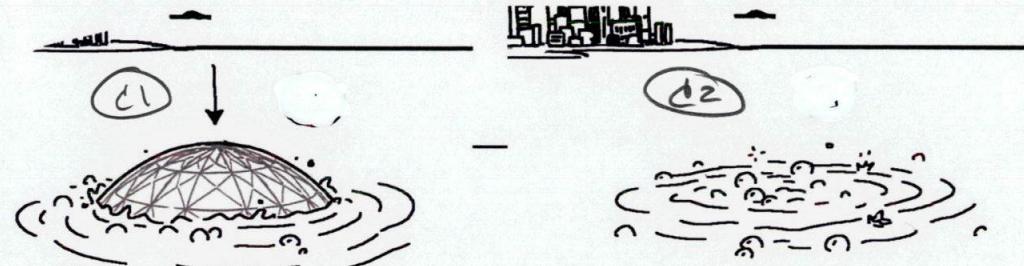
day night



## Dialog:

## Action:

- egg SINKS



## Timing:



- SKYLINE EXPLODES 2015

## Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



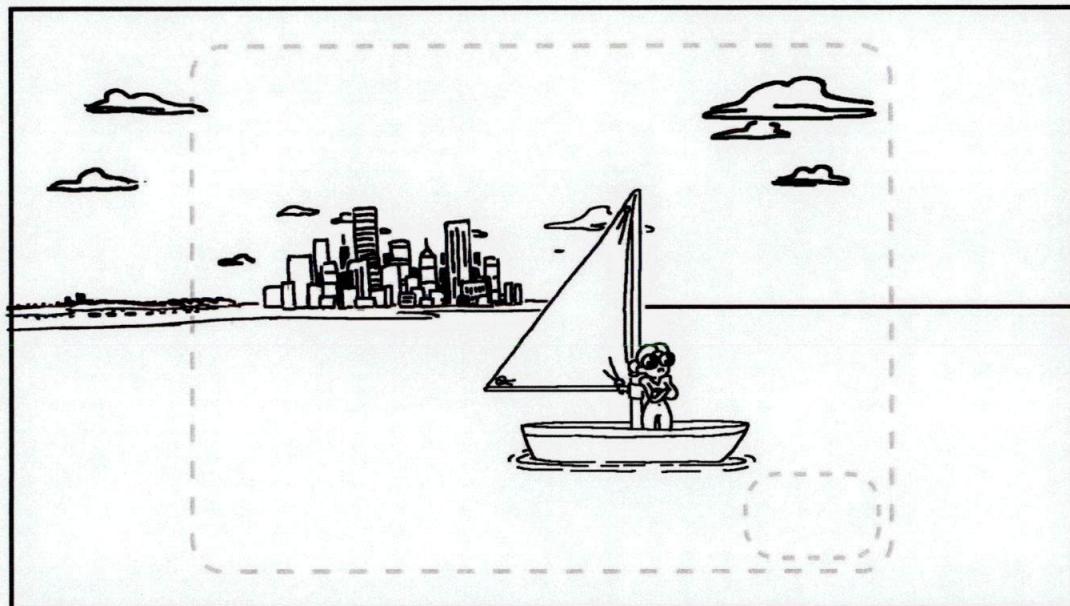
Page 230

Sc. 125

Pnl. A

Bg.

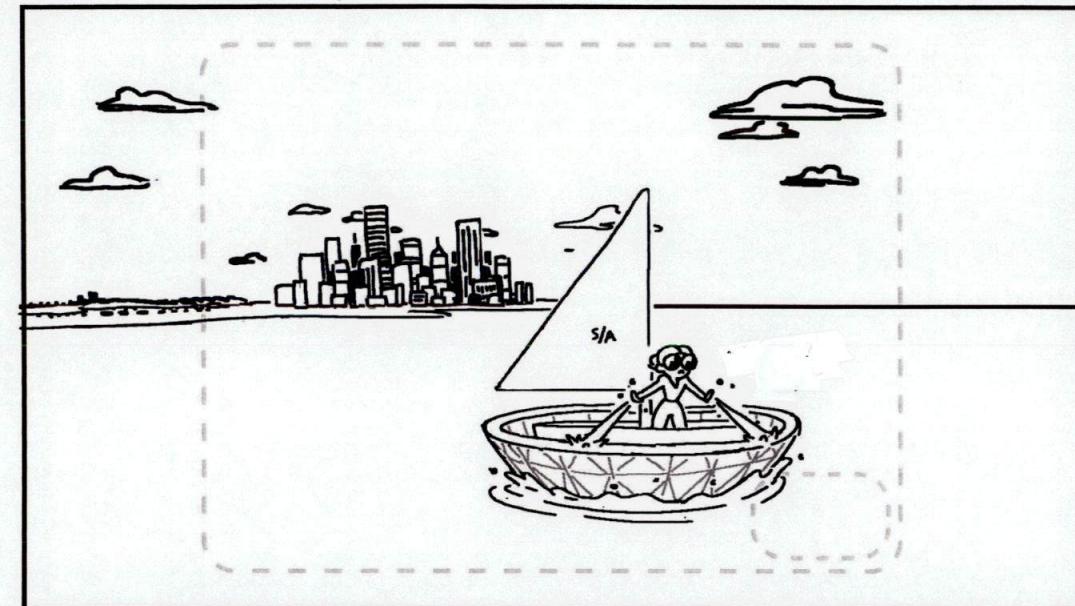
day night



Sc. 125 cont'd Pnl. B

Bg.

day night



Dialog:

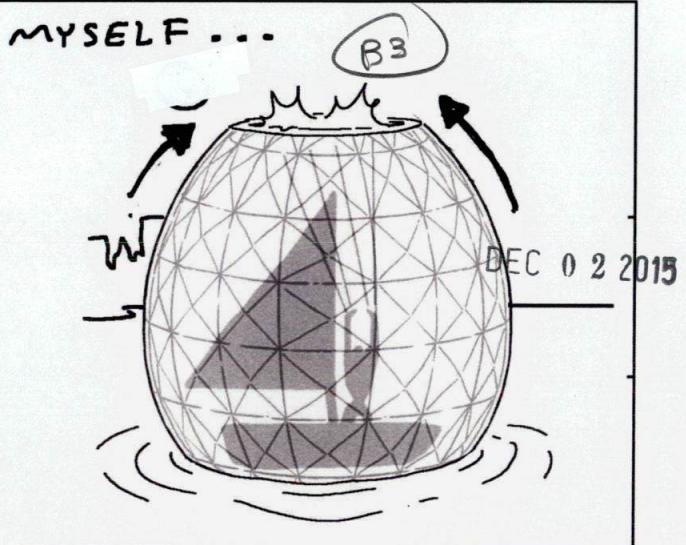
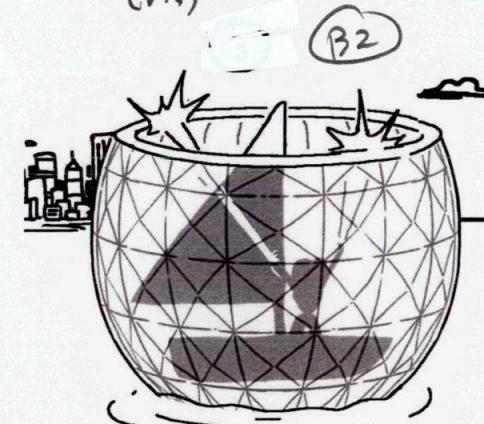
Action:

- P. Forms ice egg around  
Herself in boat.

Timing:



P: ... AND FROZE MYSELF ...  
(V.O.)



Production:

1034/242

EPISODE # 1054-242

1034/242

# ADVENTURE TIME

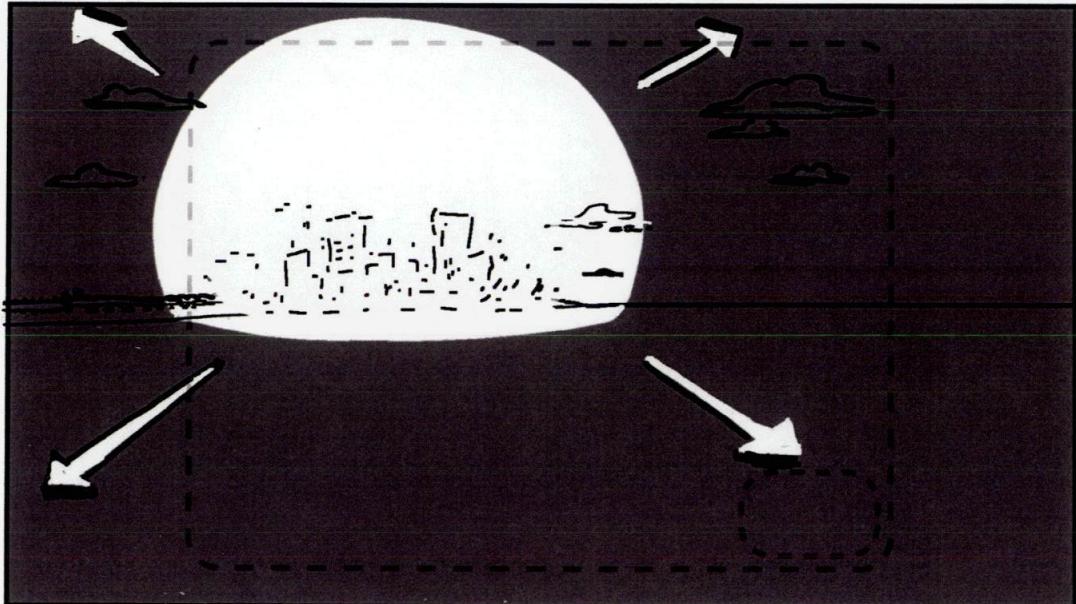


Page 232

Sc. 125 cont Pnl. E

Bg.

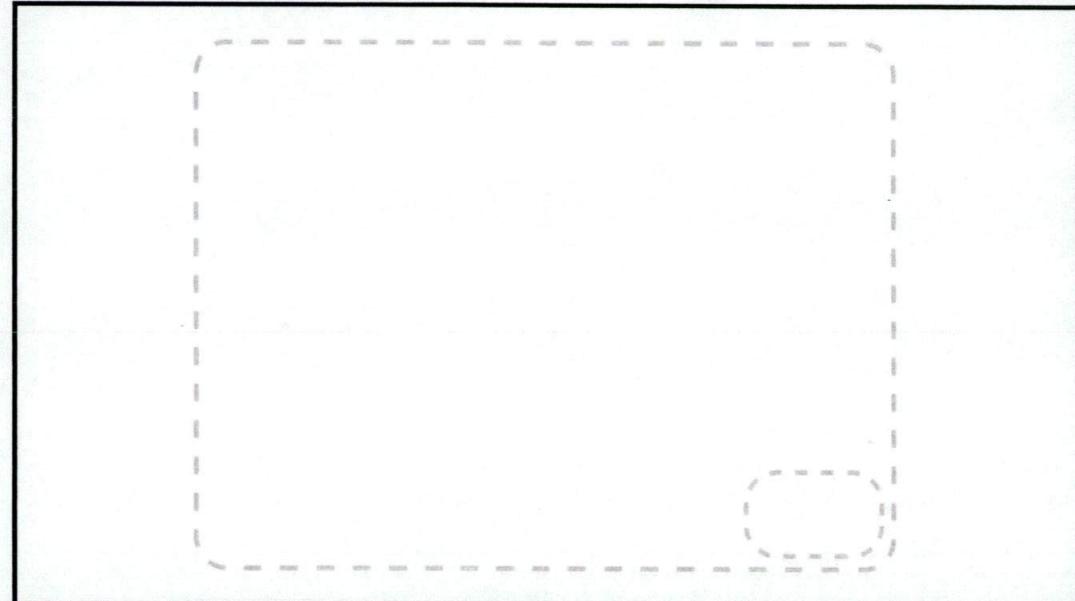
day night



Sc. 125 cont Pnl. F

Bg.

day night



CVL, V3041

Dialog:

SFX: BOOM

Action:

- WHITE OVERTAKES FRAME

Timing:

DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

# ADVENTURE TIME

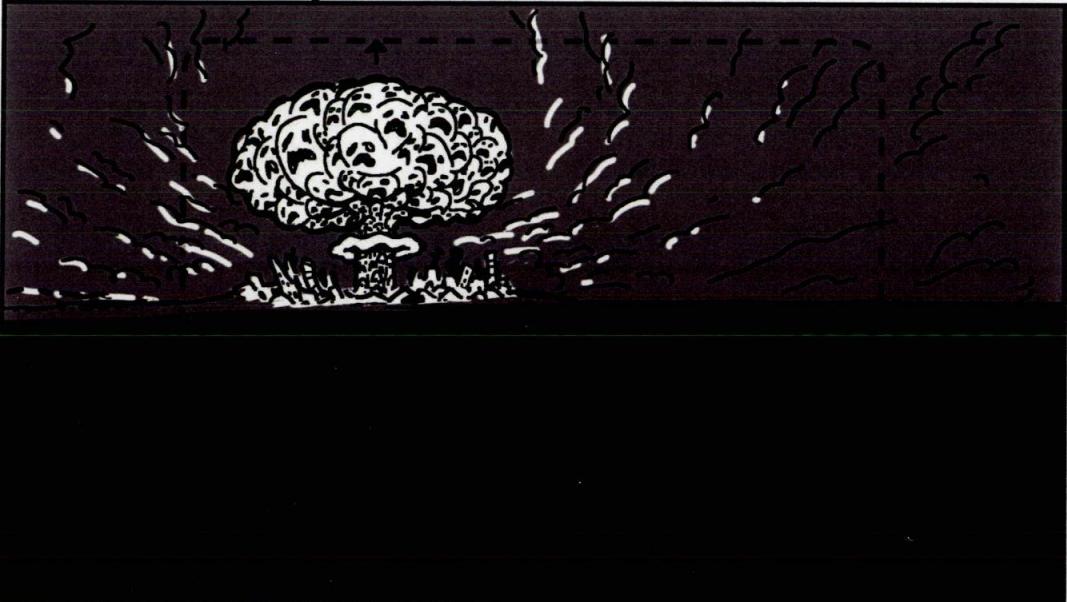


Page 233

Sc. 125 cont Pnl. G

Bg.

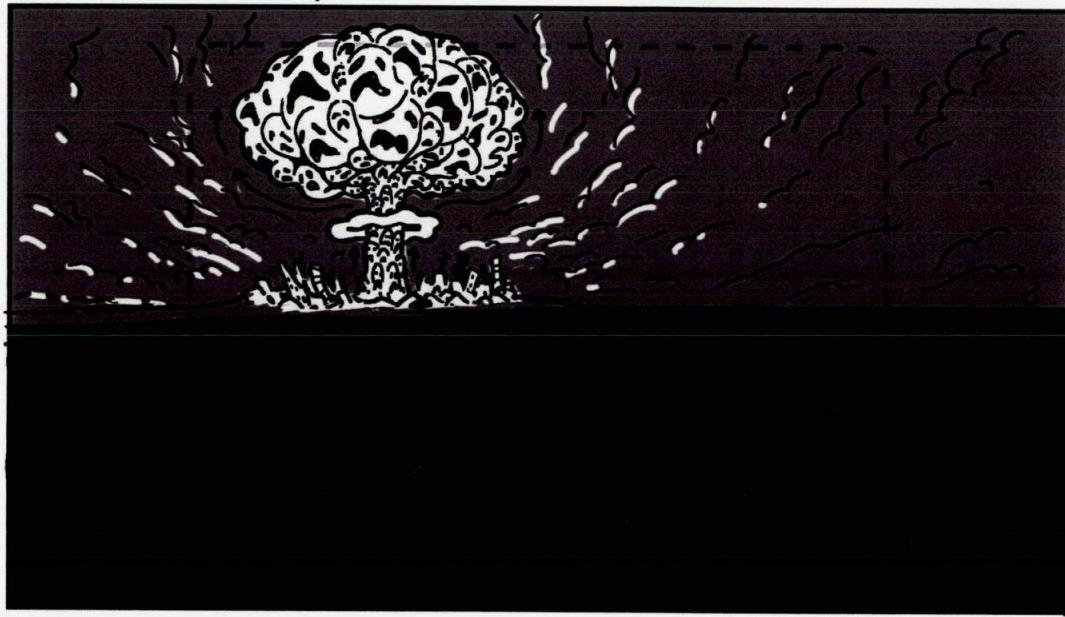
day night



Sc. 125 cont Pnl. H

Bg.

day night



Dialog:

P: AND ALL OF YOU BIT IT.  
(v.o)

Action:

- SLOW FADE IN FROM WHITE.
- GHOUL/MUSHROOM CLOUD RISES.

DEC 02 2015

Timing:

Production:

1034/24?

1034/24?

EPISODE # 1034-242

1034/24?

# ADVENTURE TIME



Page 234

Sc. 126

Pnl. A

Bg.

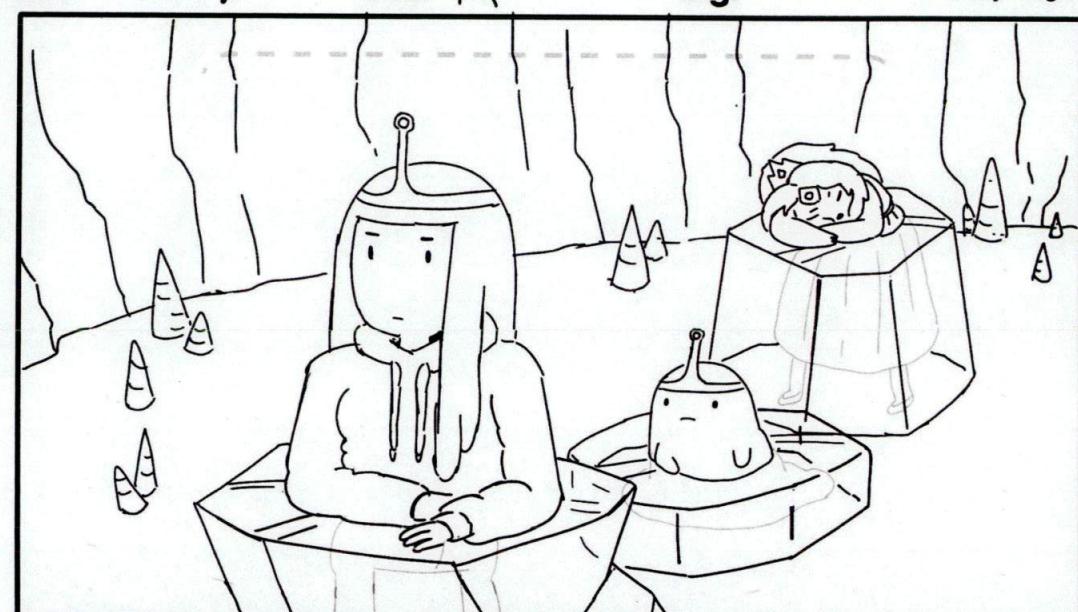
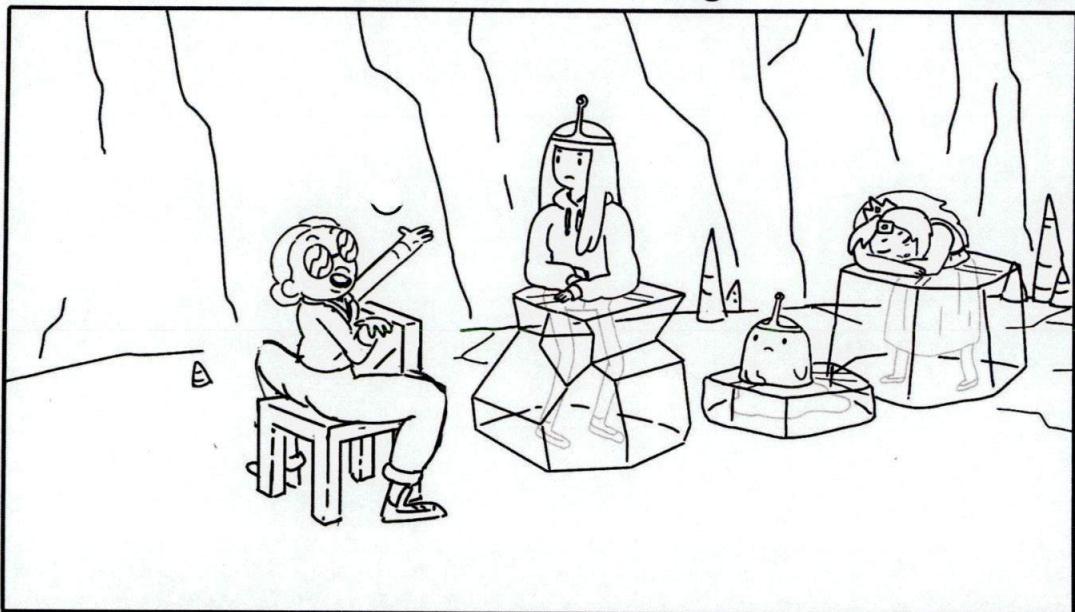
day night

Sc. 127

Pnl. A

Bg.

day night



Dialog: P: But now you're back!

Pati (vo) and this world

Action:



DEC 02 2015

Timing:

Production:

1034/242

1034/242

1034/242

# ADVENTURE TIME

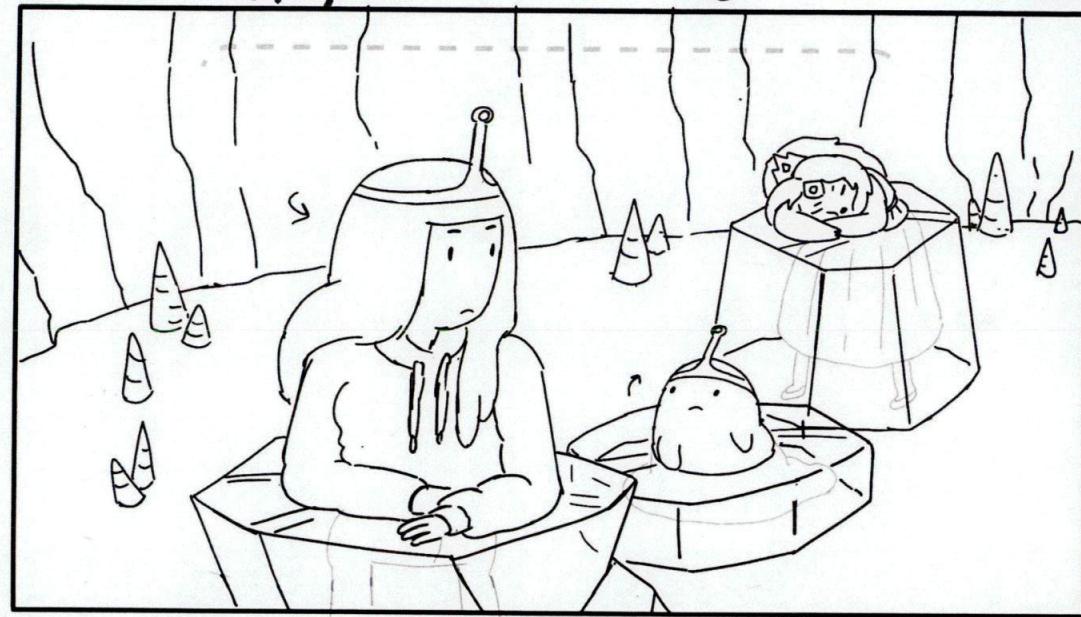


Page 235

Sc. 127 cont Pnl. B

Bg.

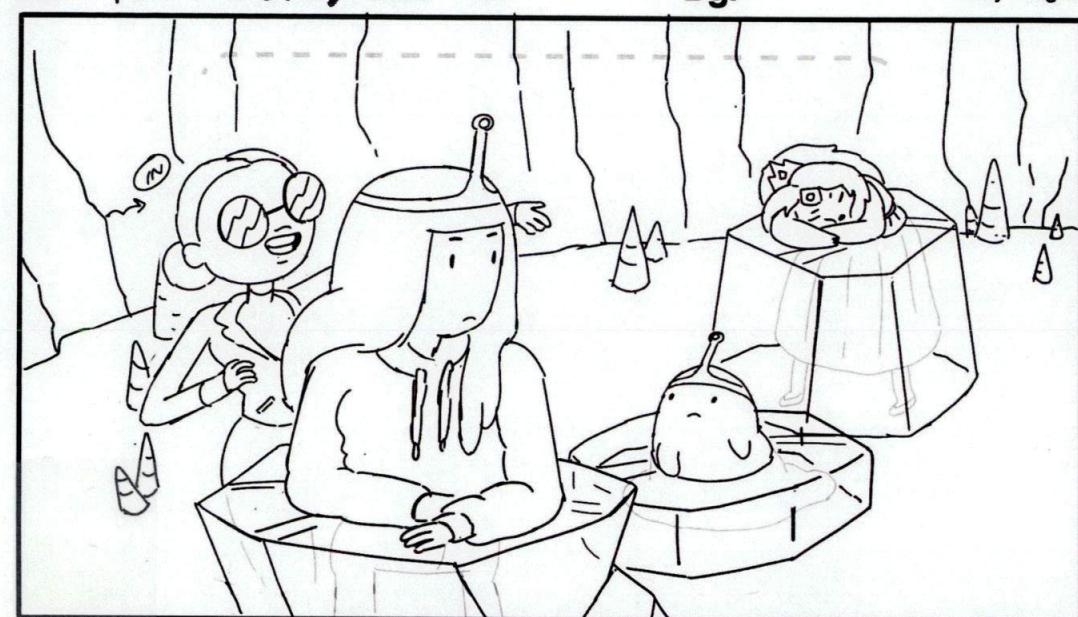
day night



Sc. 127 cont Pnl. C

Bg.

day night



1034/242

Dialog:

Pati(Vas) is crazy

Action:

- PB & SP look at each other

Timing:



Pati Right

- P. walks in behind them

DEC 02 2015

Production:

EPIISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Page 236

Sc. 127 cont Pnl. D

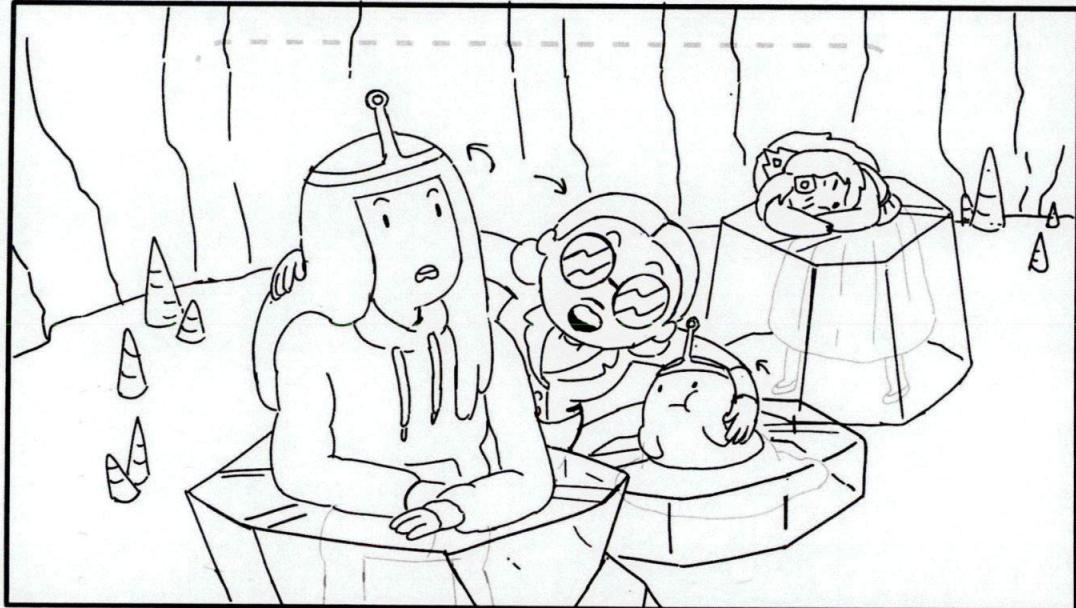
Bg.

day night

Sc. 127 cont Pnl. E

Bg.

day night



1034/246

Dialog:

P: And this world is crazy,  
right?

P: You got weird old wizards and  
talking dogs?!

Action:

P. puts arms around PB & SP

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/247

1034/242

# ADVENTURE TIME

Sc. 127 cont Pnl. F

Bg.



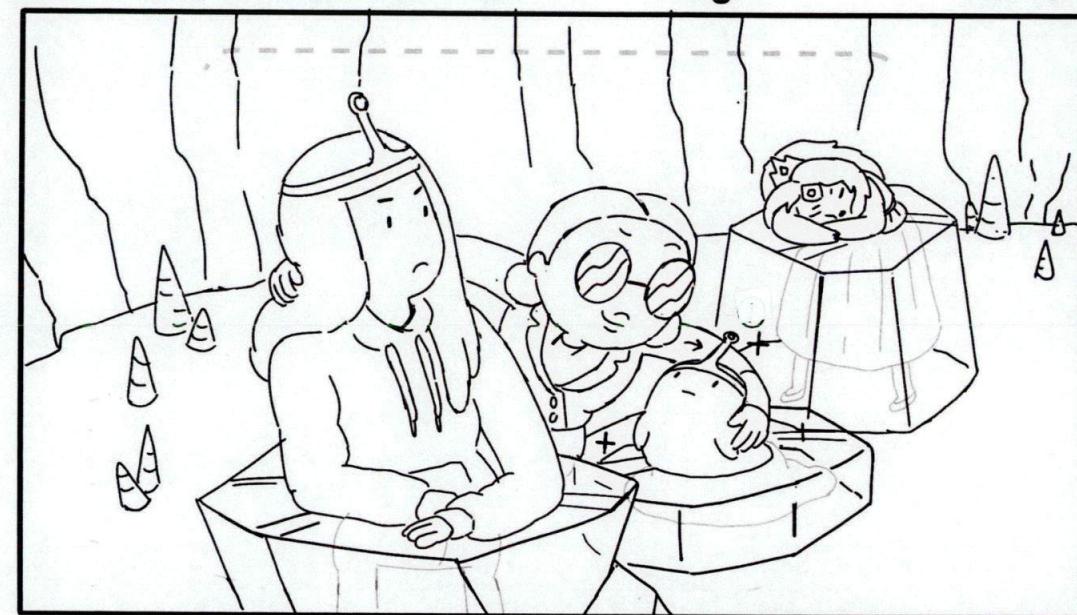
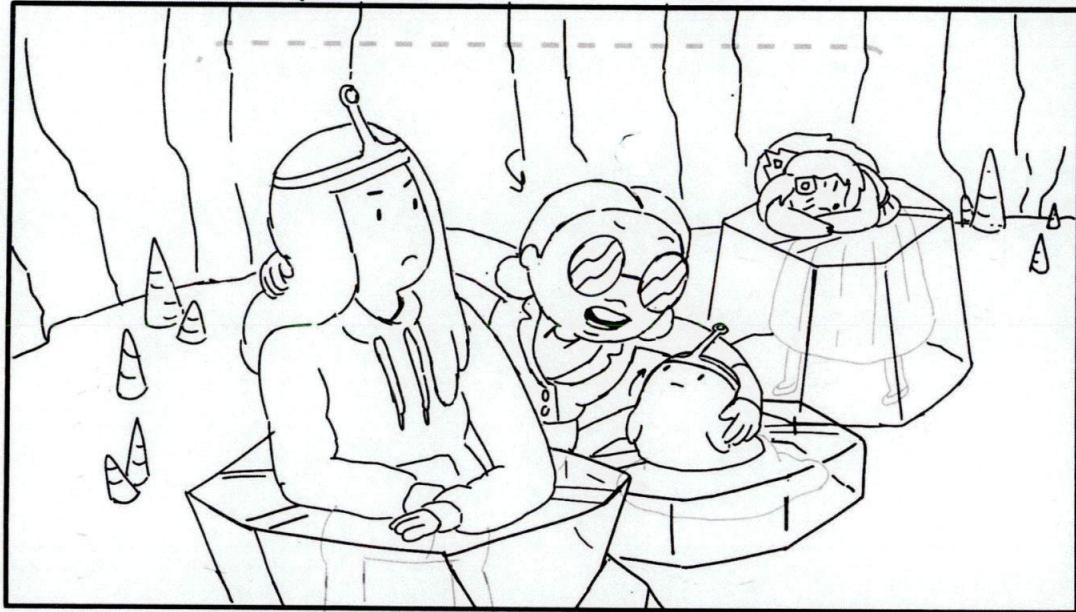
day night

Sc. 127 cont Pnl. G

Bg.

day night

Page 237

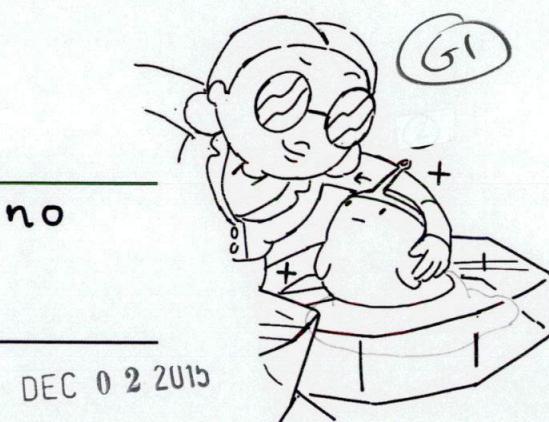


Dialog:  
P: Yo! Dogs didn't used to talk!  
Did you know that?

Action:

-SP shakes her head no

Timing:



DEC 02 2015

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 238

Sc. 127 cont Pnl. H

Bg.

day night

Sc. 127 cont Pnl. I

Bg.

day night



1034/242

Dialog:  
P: Back then we were so stifled...

P: at last we can unlock...

Action:

- P. grabs PB's & SP's hands
- reaches under PB's arm

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

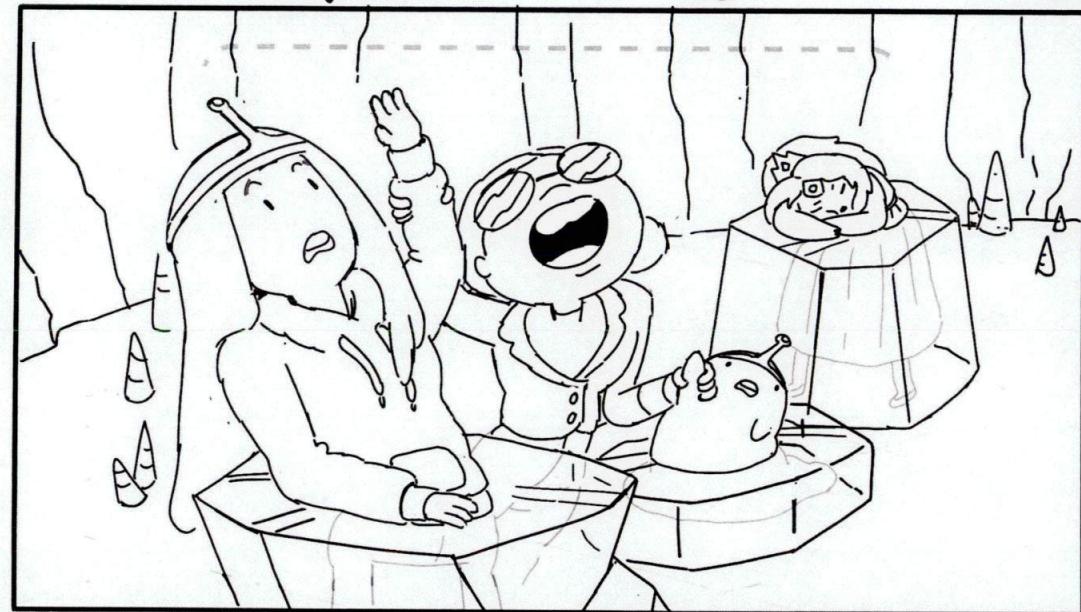


Page 239

Sc. 127 cont Pnl. J

Bg.

day night



Sc. 127 cont Pnl. K

Bg.

day night



Dialog:

P: ... our true potential!

Action:

- P. raises their hands

- P. stretches their hands higher

Timing:

DEC 02 2015

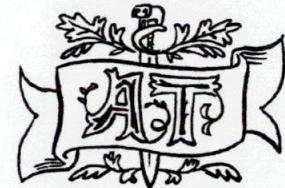
Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

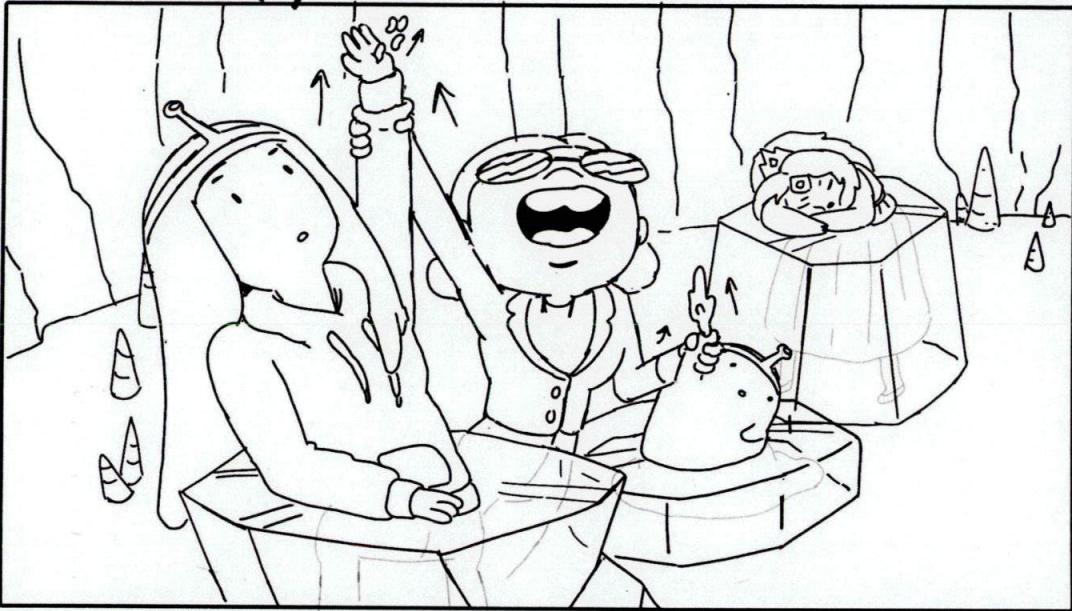


Page 240

Sc. 127 cont Pnl. L

Bg.

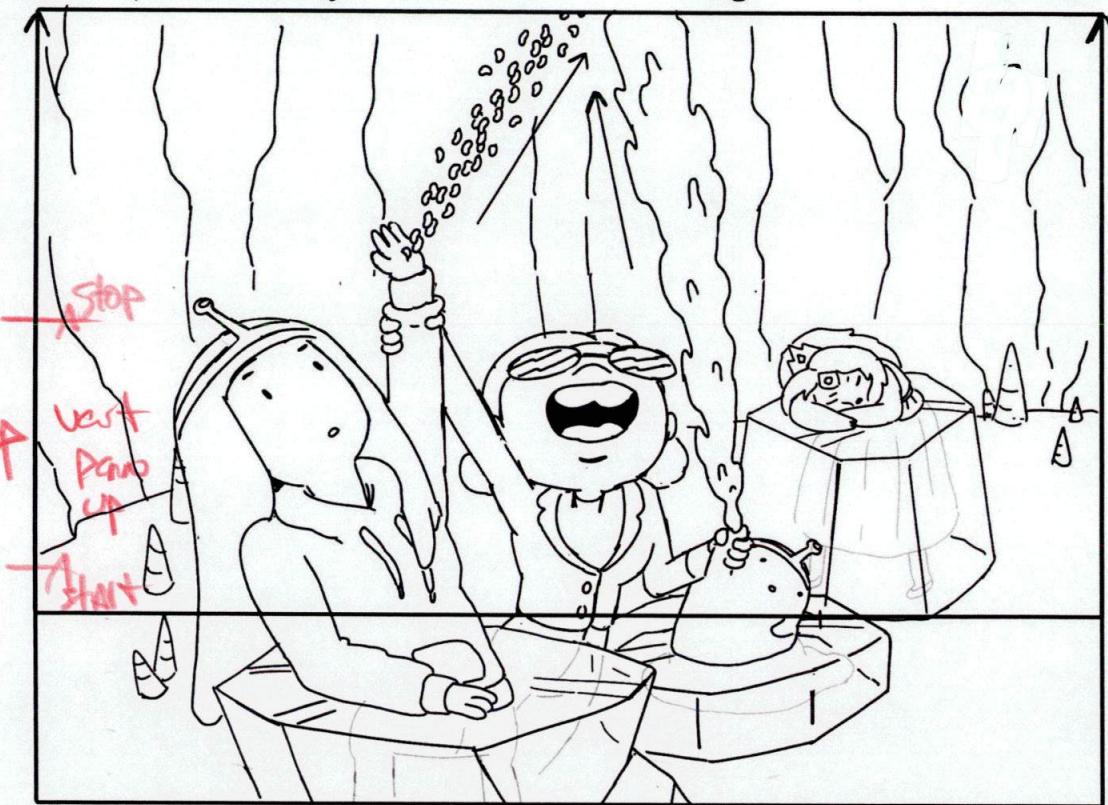
day night



Sc. 127 cont Pnl. M

Bg.

day night



Dialog: P: Ahahahaha!

SFX: \* ppppthhhh! \*

Action: - PB's hand shoots jellybeans  
- SP's hand shoots slime

-cam adj. with jets of j.beans & slime

DEC 02 2015

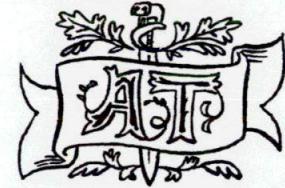
Timing:

EPISODE # 1054-242

Production:

1034/242

# ADVENTURE TIME

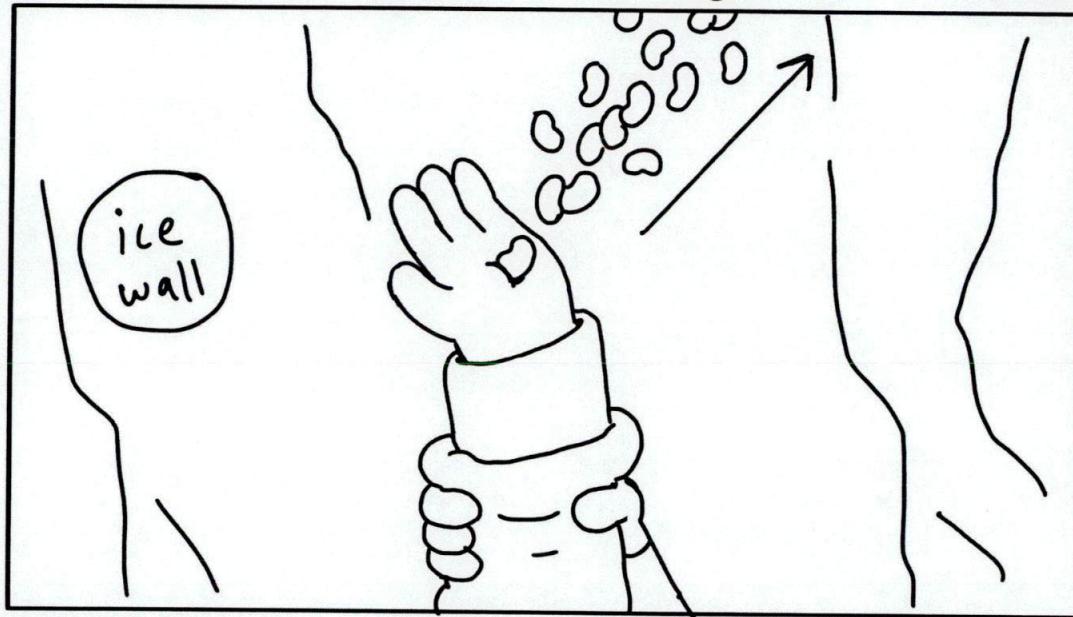


Sc. 128

Pnl. A

Bg.

day night



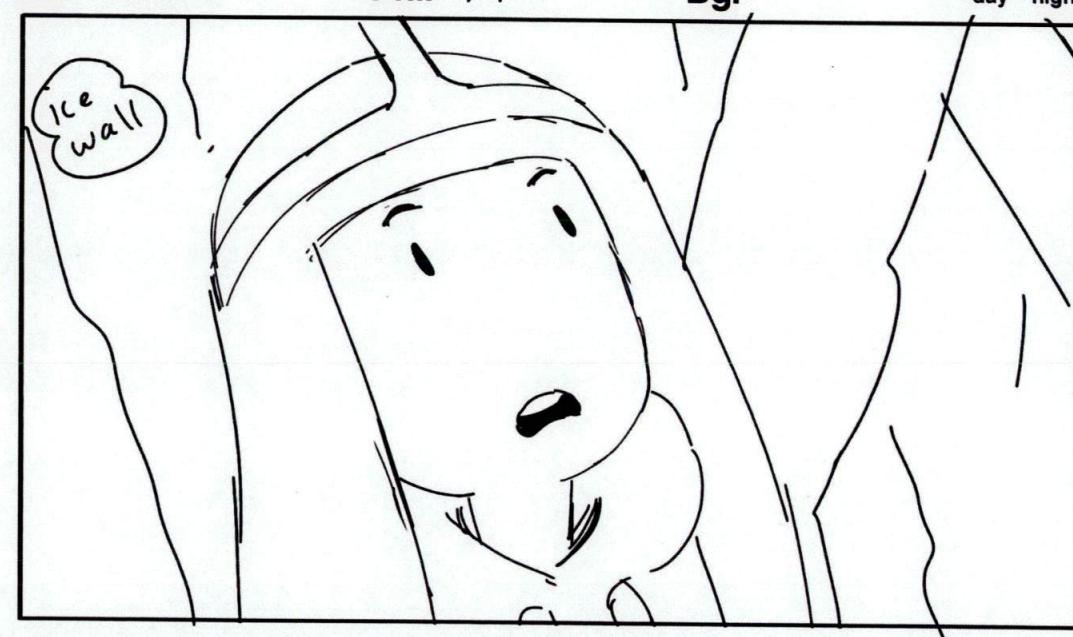
Sc. 129

Pnl. A

Bg.

Page 241

day night



**Dialog:**

SFX: \* PPPPP THH!! \*

Action: - PB's hand shoots jellybeans

- PB looks up at her hand, shocked

JEC 02 2015

**Timing:**

Production:

EPISODE # 1034-242

1034/24?

1034/24?

# ADVENTURE TIME



Sc. 130

Pnl. A

Bg.

day night



Sc. 130 cont Pnl. B

Bg.

day night



Page 242

EPISODE # 1034-242

1034/242

1034/242

Dialog:

SFX: \* PH BBT \*

Action:

- PB & SP both stop firing

DEC 02 2015

Timing:

Production:

1034/242

# ADVENTURE TIME

Sc. 130 cont Pnl. C

Bg.



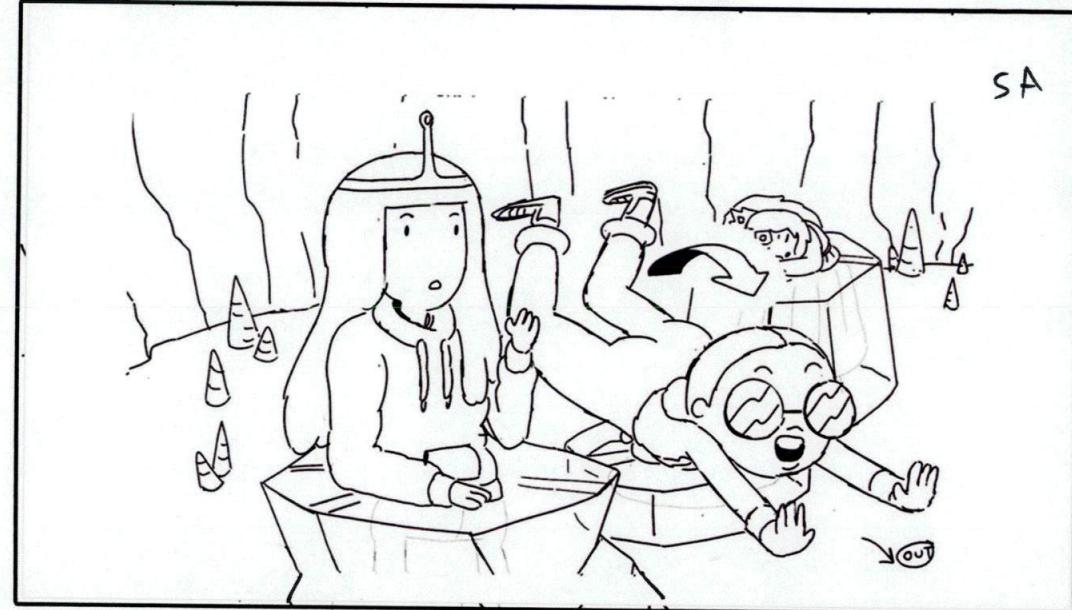
day night

Sc. 130 cont Pnl. D

Bg.

Page -  
243

day night



1034/242

Dialog:

DEC 02 2015

Action:  
- P. drops PB's & SP's arms,  
antics for jump

- P. jumps off/s



Timing:

Production:

1034-242

1034/242

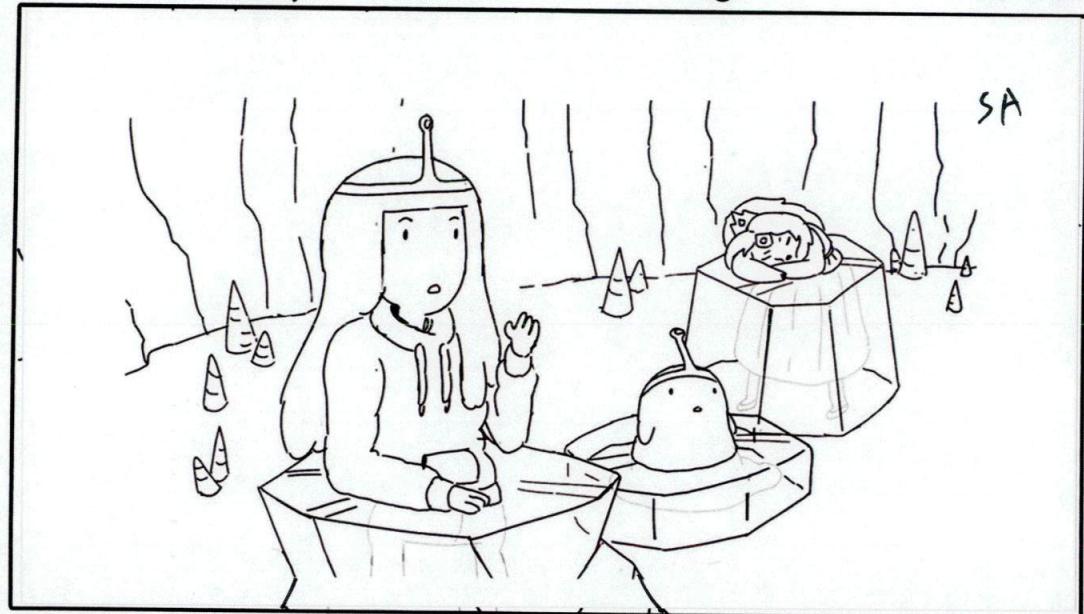
# ADVENTURE TIME

Sc. 130 cont Pnl. E

Bg.



day night



Sc. 130 cont Pnl. F

Bg.

Page 244

day night



Dialog:

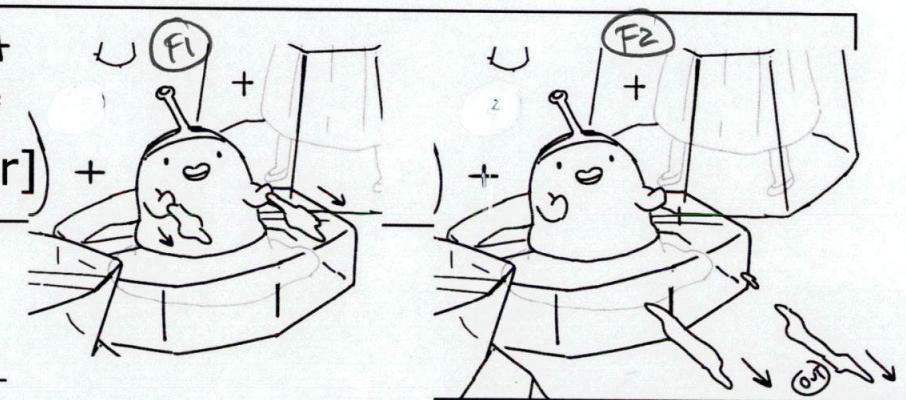
SFX: \*splat  
splat\*

SP/ [laughter])

Action:

- PB is shocked,  
staring at her  
hands

- SP is like, "neat"  
- splats slime -



Timing:

Prod

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME

Sc. 130 cont Pnl. G

Bg.



day night

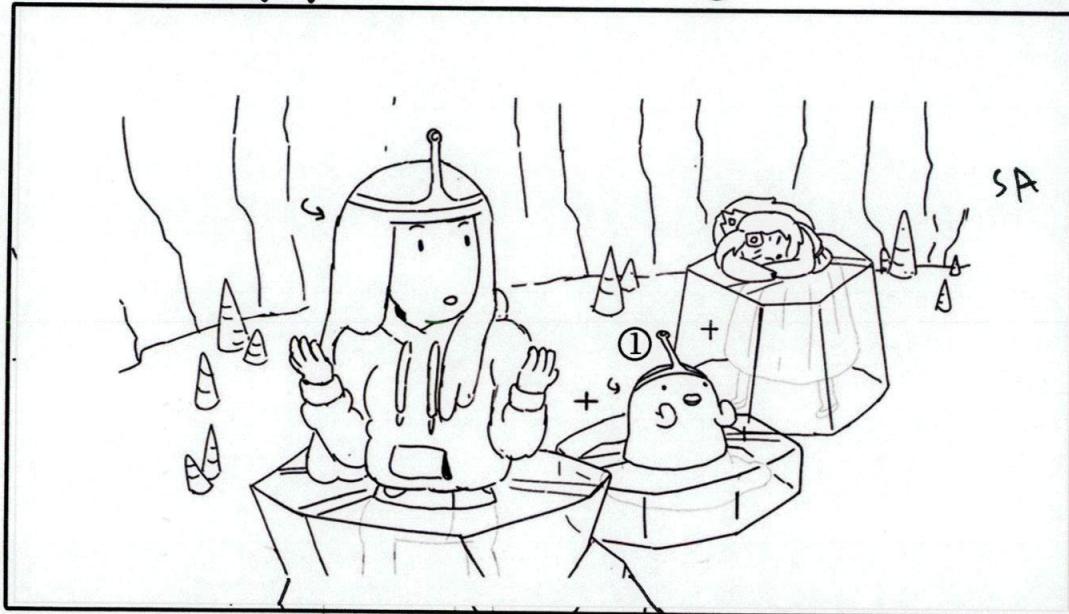
Sc. 131

Pnl. A

Bg.

Page 245

day night



**Dialog:**  
SFX: \*splat  
splat\*

**SP/ [laughter cont.]**

**Action:**  
- PB looks at SP

**Timing:**  
- SP splats slime -

A close-up of the two characters in the boat. PB is looking at SP, who is splashing slime from a bucket. The slime is labeled with numbers 64, 65, 66, 67, 68, and 69. The letter "G" is above PB's head.

**P: Did I mention -**

- P. dances

DEC 02 2015

- cycle

(A) (A)

**Production:**

EPISODE # 1054-242

10311010

1034/242

# ADVENTURE TIME

Sc. 131 cont Pnl. B

Bg.



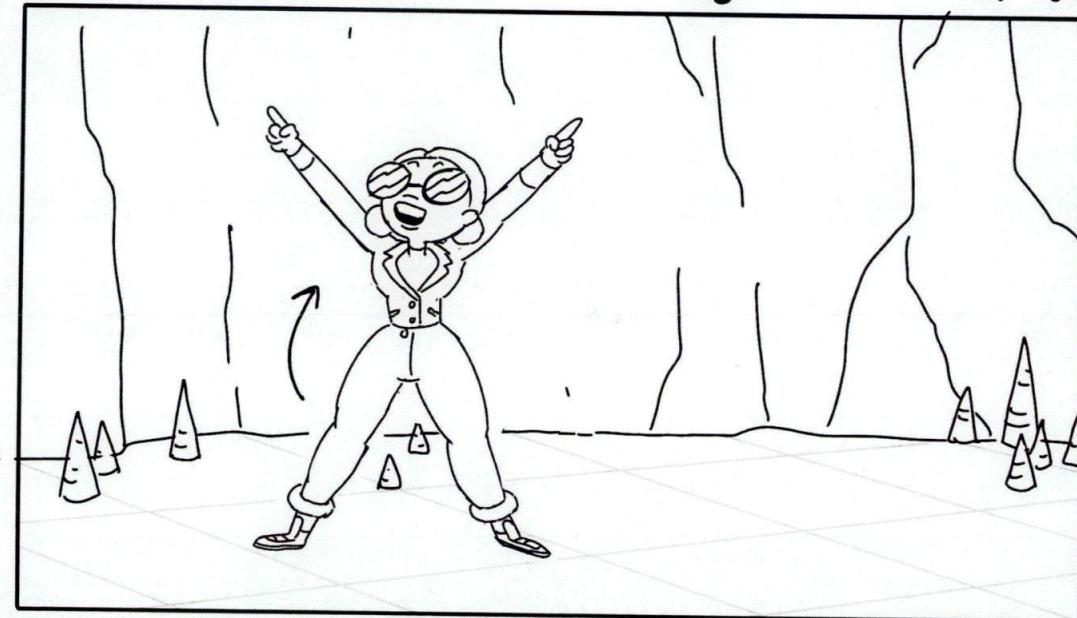
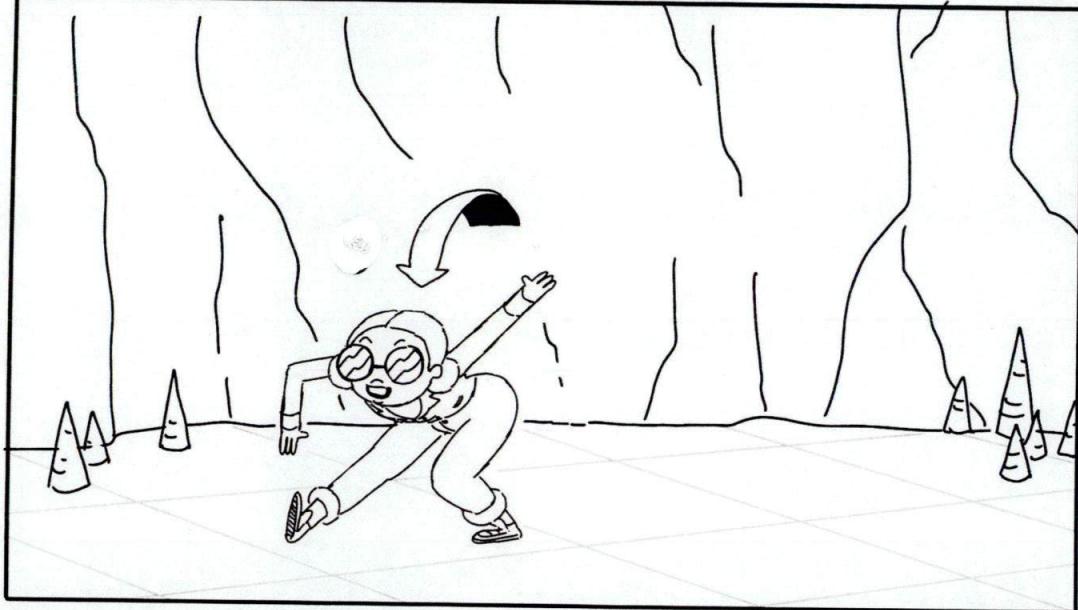
day night

Sc. 131 cont Pnl. C

Bg.

Page 246

day night



Dialog:

P: y'all were dudes in  
the past?

Action:

- P. dances

- P. PUMPS ARM,

Timing: - cycle

(B) / (B1)



DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 131 cont Pnl. D

Bg.



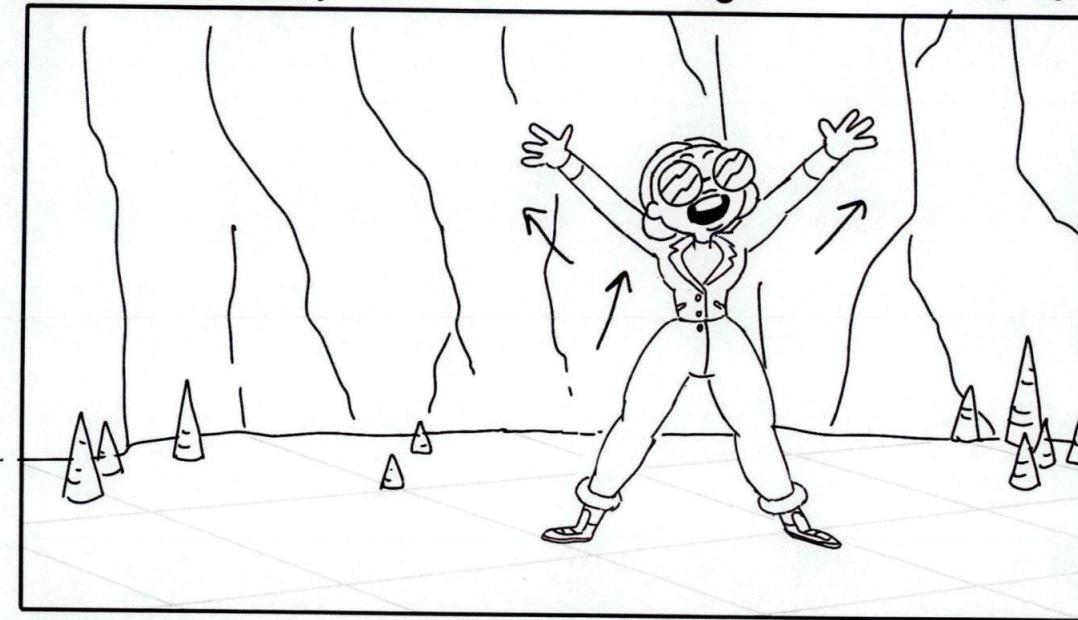
day night

Sc. 131 cont Pnl. E

Bg.

Page 247

day night



Dialog:

P: This is so much better!

Action:

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 248

Sc. 132

Pnl. A

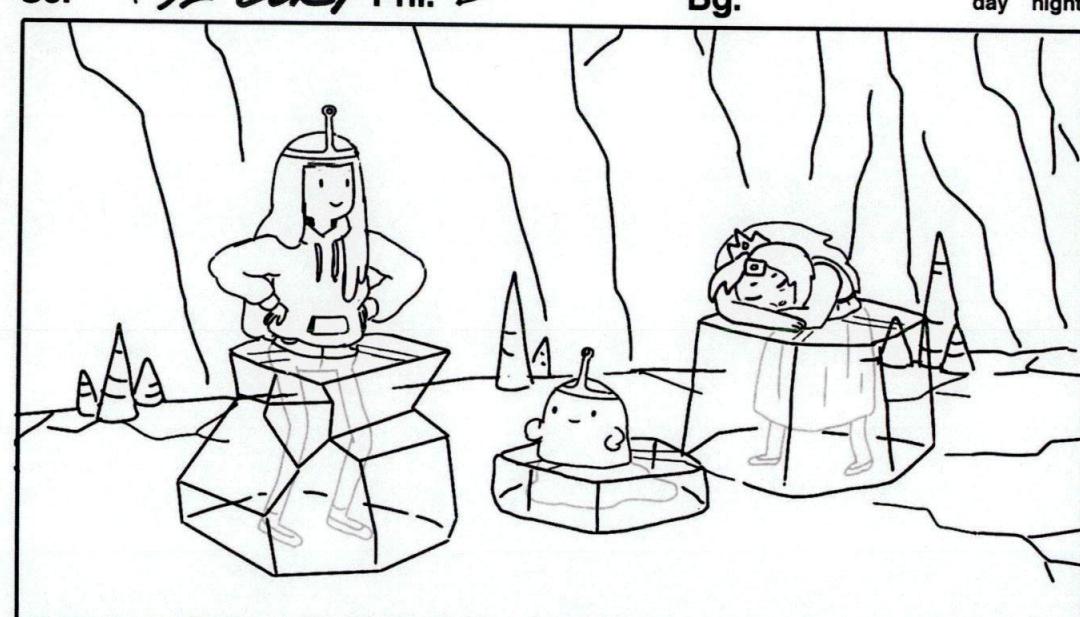
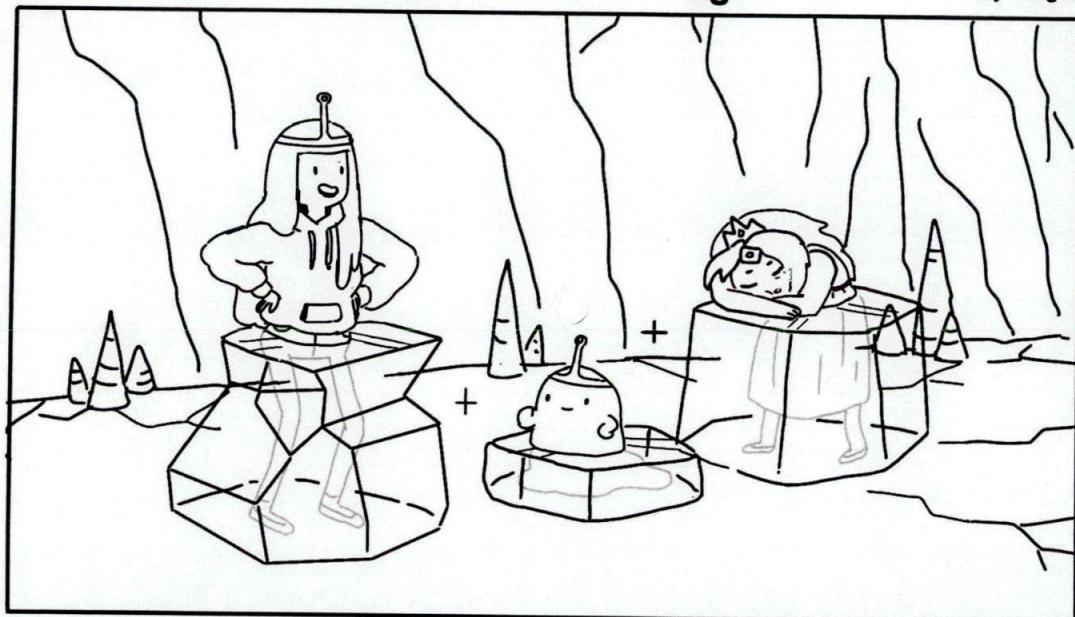
Bg.

day night

Sc. 132 cont Pnl. B

Bg.

day night



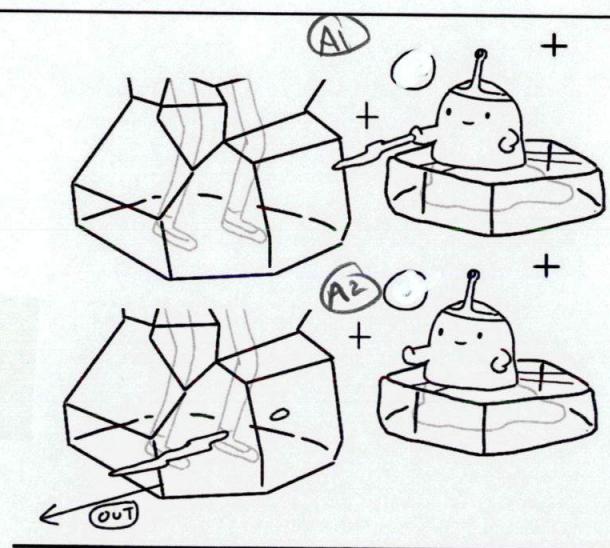
Dialog: PB: Yeahhh...  
totally...

SFX: \*splat splat\*

Action:  
- SP splats slime 2x



Timing:



(beat)

DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Sc. 132 cont Pnl. C

Bg.

day night

Sc. 133

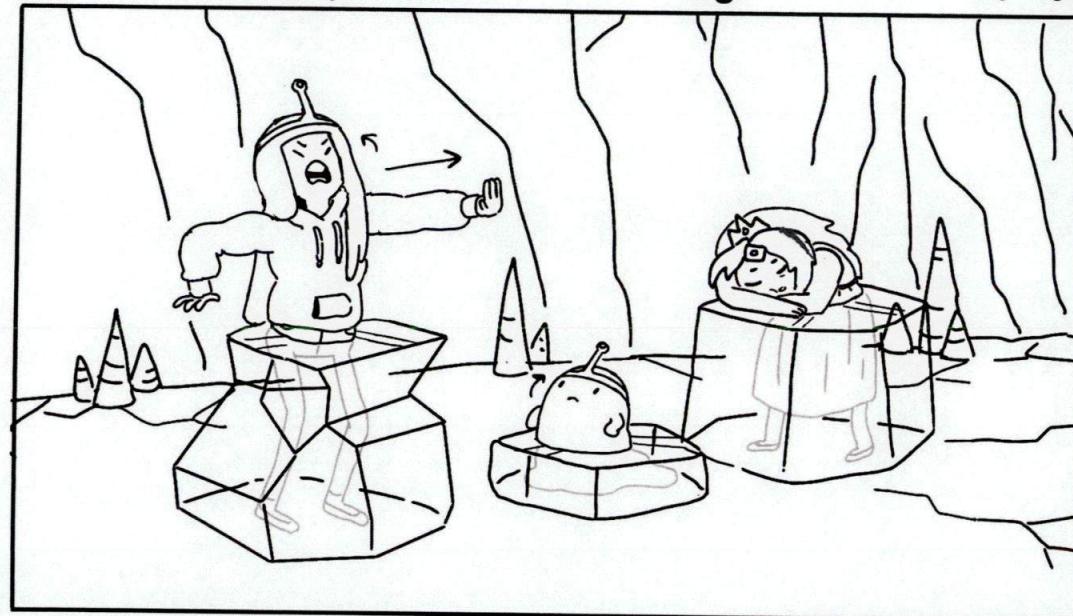
Pnl. A

Bg.

Page

249

day night



Dialog:  
PB: Ahhhh!

PB: (o/s) AHHHHH!

DEC 02 2015



Action:  
- PB SUDDENLY TRIES TO  
FIRE JELLY BEAN AT P.

- P. dances

- cycle ( )  
Ⓐ/Ⓐ

Timing:

Production:

EPISODE # 1034-242

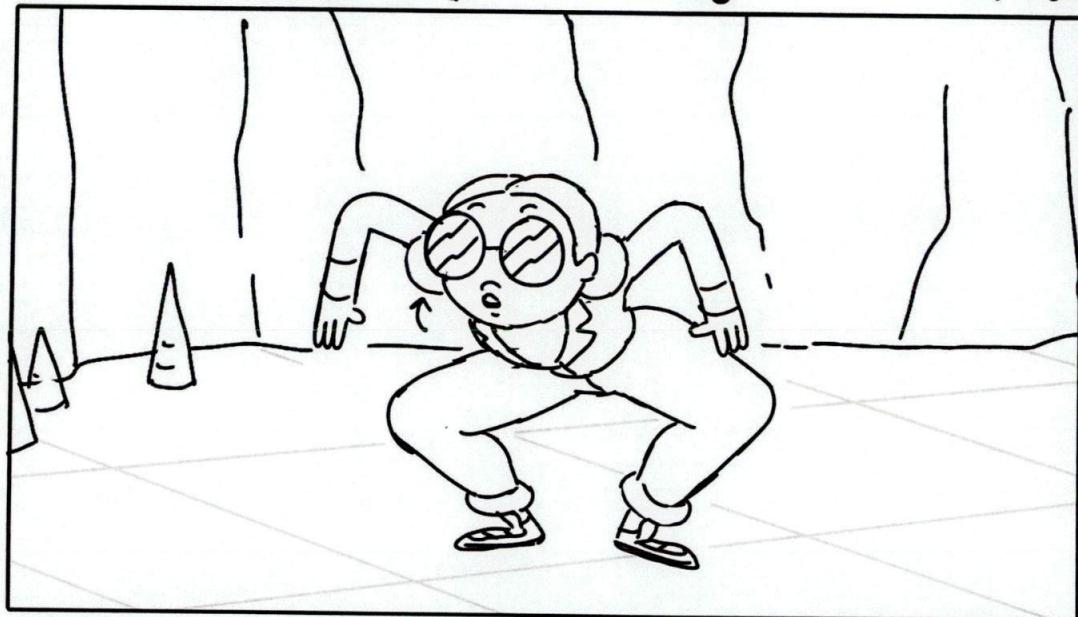
1034/242

1034/242

# ADVENTURE TIME

Sc. 133 cont Pnl. B

Bg.



day night

Sc. 134

Pnl. A

Bg.

Page \_\_\_\_\_  
250



Dialog:

PB: AHHH!

Action: - P. looks up, surprised

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/24?

1034/24?

# ADVENTURE TIME



Sc. 134 cont Pnl. B

Bg.

day night

Sc. 135

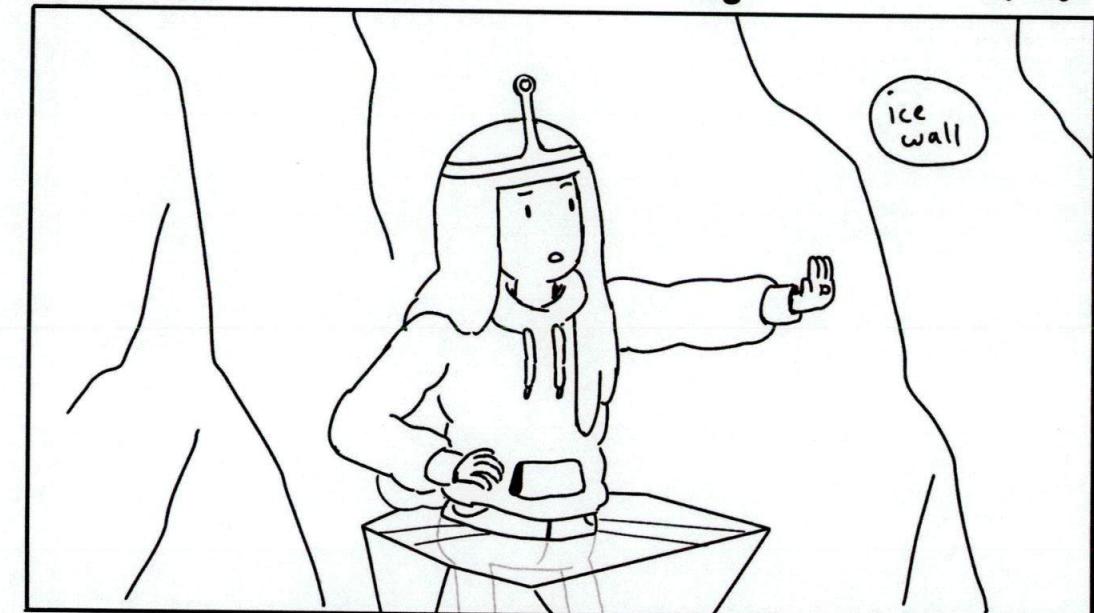
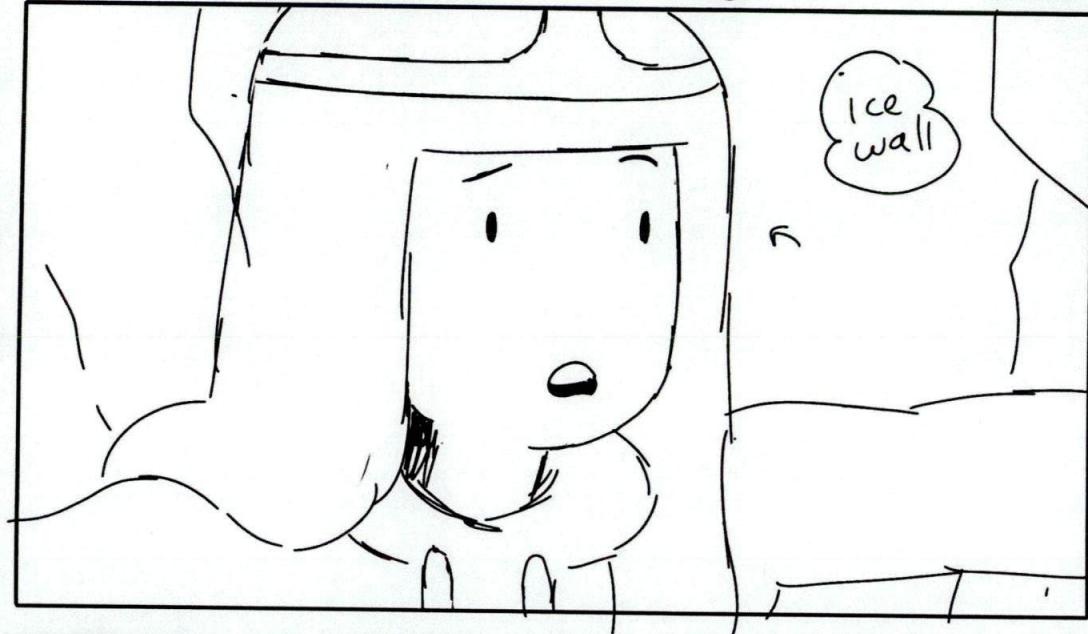
Pnl. A

Bg.

Page

251

day night



1034, 242

Dialog: PB: ... Ahhhh?

Action:

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME

Sc. 135 cont Pnl. B

Bg.



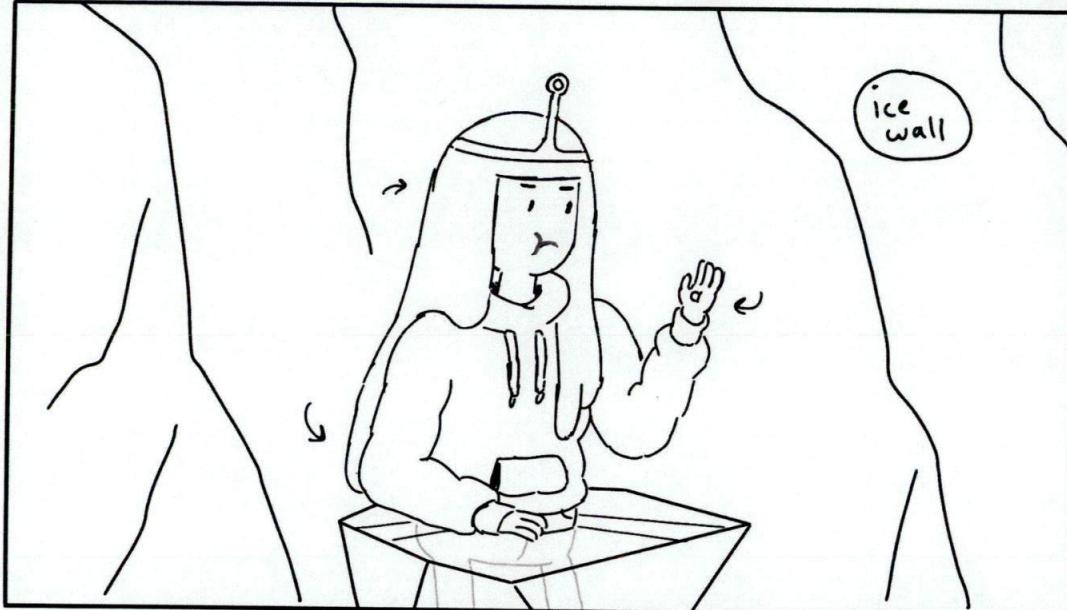
day night

Sc. 135 cont Pnl. C

Bg.

Page 252

day night



1034/242

Dialog:

PB: hnnnn!

Action:

- PB turns her hand to look at single bear embedded in her palm

- one single bear struggles to emerge

DEC 02 2015

Timing:

Production:

1034/242

EPIISODE # 1034-242

1034/242

# ADVENTURE TIME



Page 253

Sc. 135 cont Pnl. D

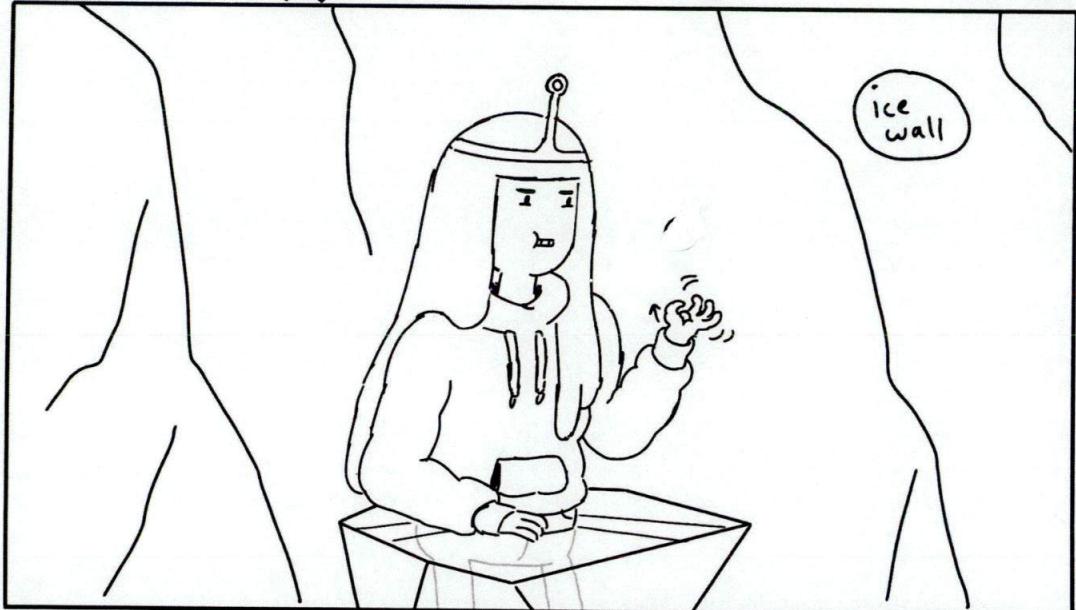
Bg.

day night

Sc. 135 cont Pnl. E

Bg.

day night



1034/247

Dialog:

SFX: \* fart \*

Action: - bean comes out of palm a tiny bit

- bean pops out

(D1)

(D2)

DEC 02 2015

Timing:



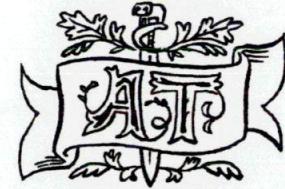
Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



254

Page \_\_\_\_\_

Sc. 135 cont Pnl. F

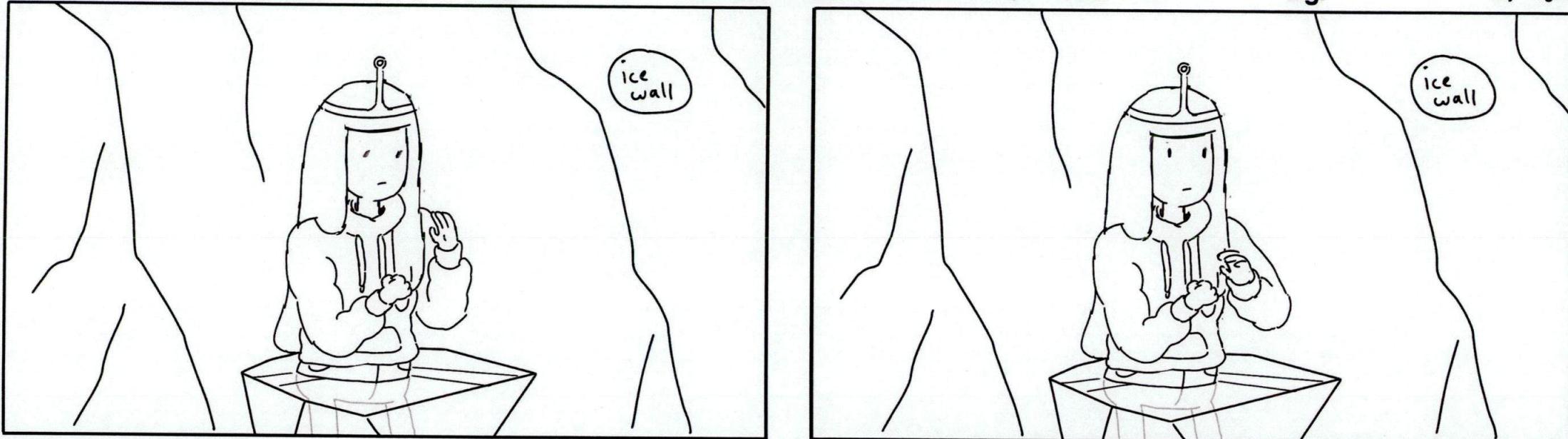
Bg.

day night

Sc. 135 cont Pnl. G

Bg.

day night



1034/242

Dialog: SFX: \* plop \*

P: (o/s) hahaha

Action:  
- PB catches bean

- PB looks up

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

# ADVENTURE TIME

Sc. 136

Pnl. A

Bg.



day night

Sc. 136 cont

Pnl. B

Bg.

Page

255



1034/242

EPISODE # 1034-242

1034/242

Dialog: P:

Your face right now!

P: Ahahaha!

Action:



Timing:

DEC 02 2015

Production:

1034/242

1034/242

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 256

Sc.

- 137 Pnl. A

Bg.

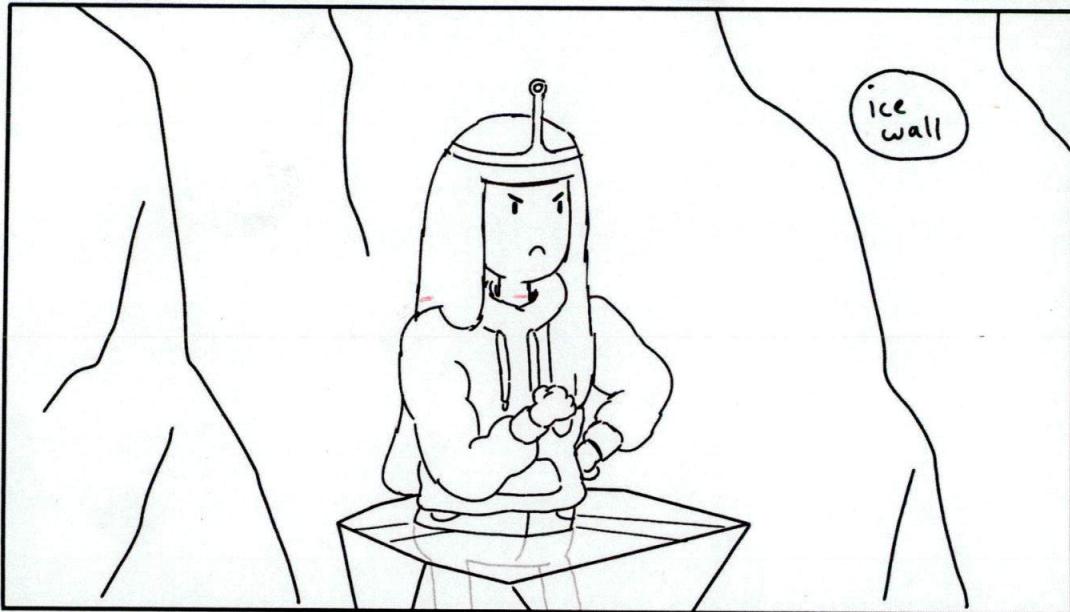
day night

Sc.

- 137 ~~pm~~ B

Bg.

day night



Dialog:  
P: (o/s) hahahaha

Action:  
- PB glares at P.

ANTIC

DEC 02 2013

Timing:

Production:

1034/242

# ADVENTURE TIME



Page 257

Sc. 137 cont Pnl. C

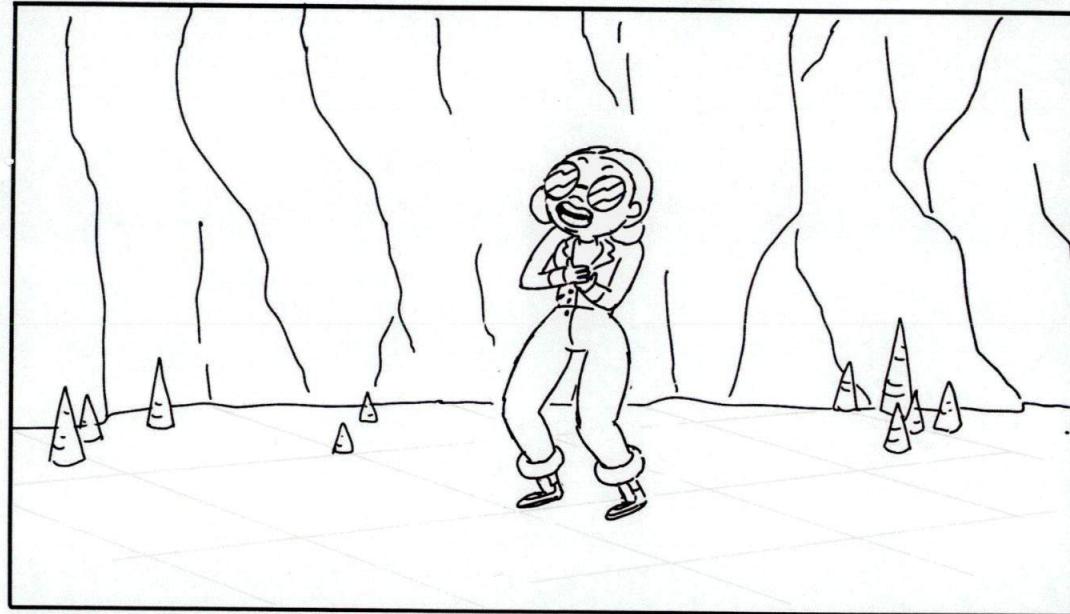
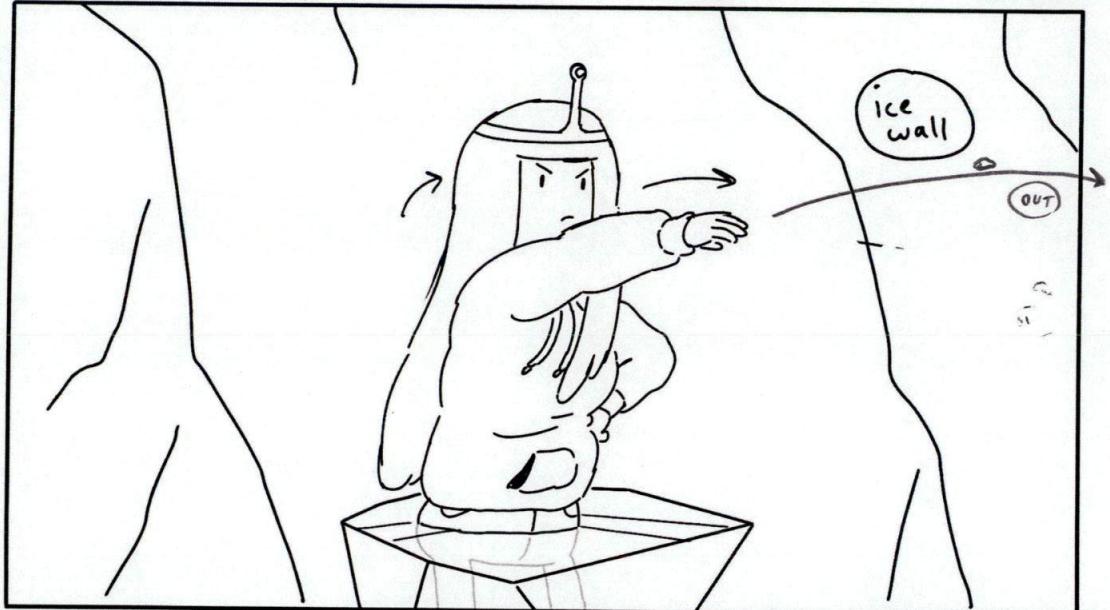
Bg.

day night

Sc. 138  
Pnl. A

Bg.

day night



1034/242

Dialog:

P: hahaha

Action:  
- PB chuck's single bean at Patience

DEC 02 2015

Timing:

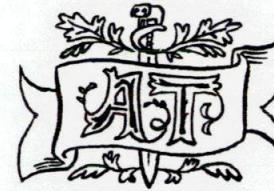
Production:

1034/242

EPISODE # 1034-242

1034/242

# ADVENTURE TIME



258

Page \_\_\_\_\_

Sc. 138 cont Pnl. B

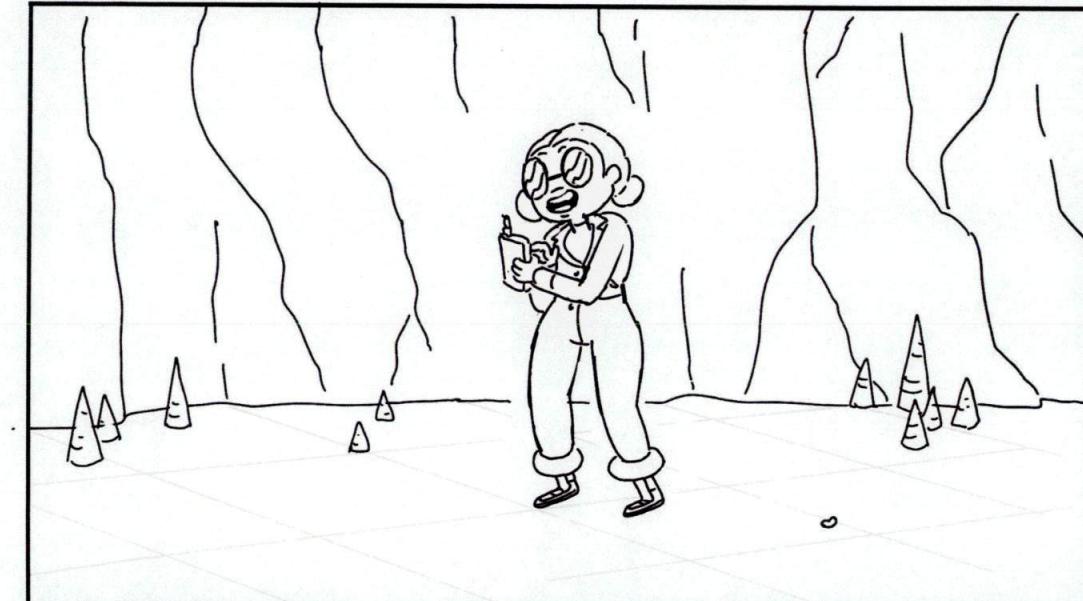
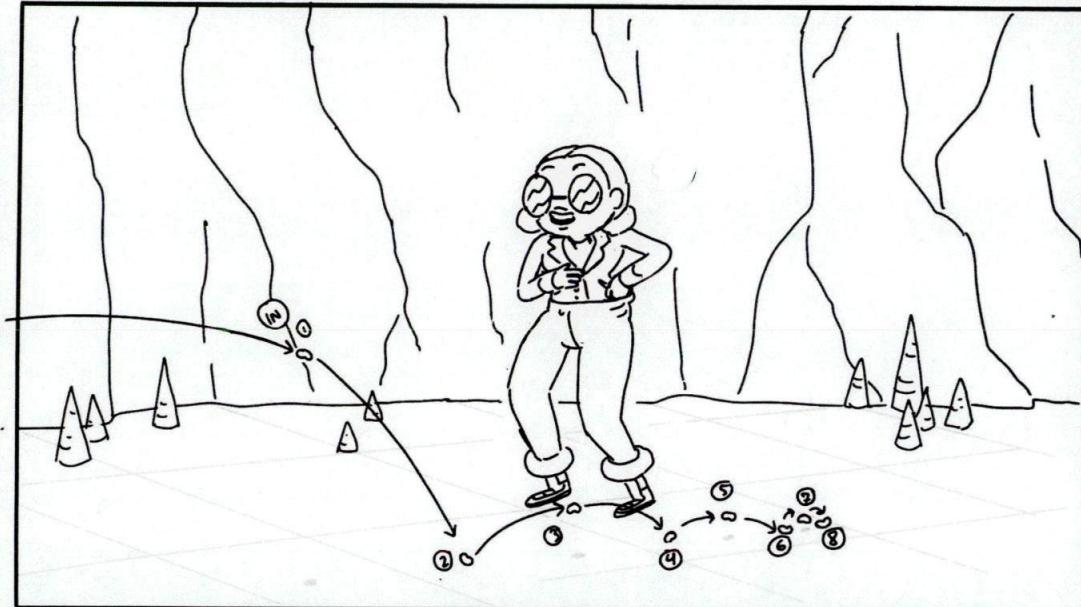
Bg.

day night

Sc. 138 cont Pnl. C

Bg.

day night



Dialog: P: I gotta get a picture of this...

P: ahahaha

Action: -P. reaches for phone  
- bean flies in, bounces, & lands near P's feet

(B1)

- P. pulls out phone to take a pic

DEC 02 2015

Timing:



Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

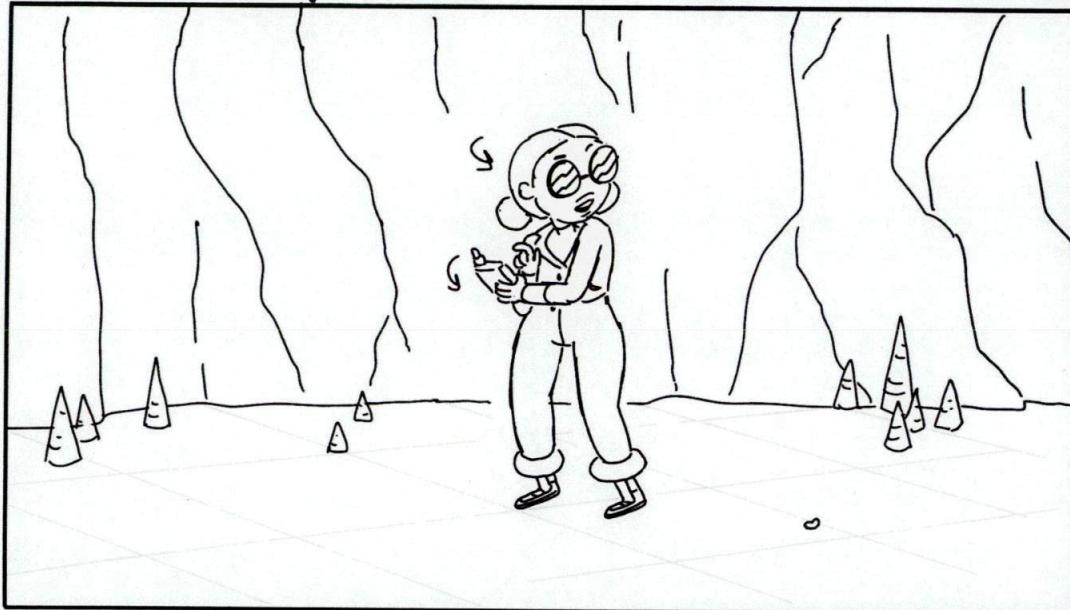


Page 259

Sc. 138 cont Pnl. D

Bg.

day night



Sc. 138 cont Pnl. E

Bg.

day night



Dialog:

P: Oh wait, I need . . .

P: . . .

my charger

Action:

- P. turns & heads towards boat

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Page 260

day night

Sc. 138 cont Pnl. F

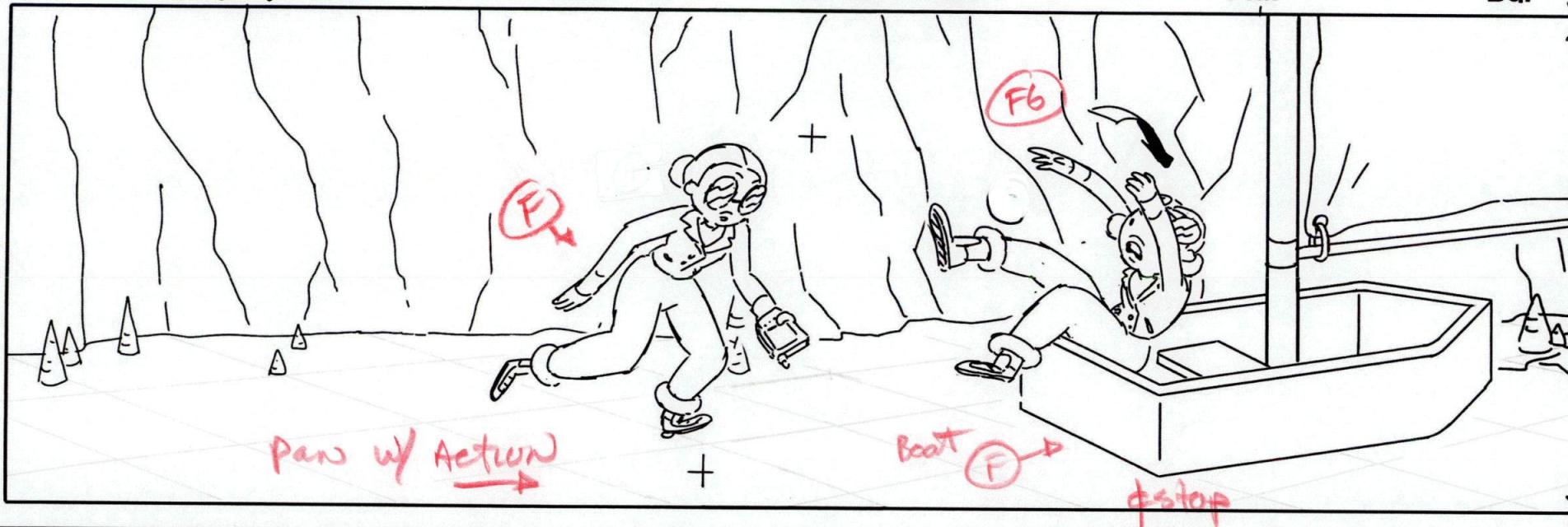
Ba.

day night

Sc.

Pnl.

Ba.



Dialog:

Action:

- P. slips on bean, tumbles comically forward and into boat  
\* stumble poses F1 thru F5 are on pg 1261.

DEC 02 2015

Timing:

- cam. adj. right w/ P. as she tumbles

Production:

1034/242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

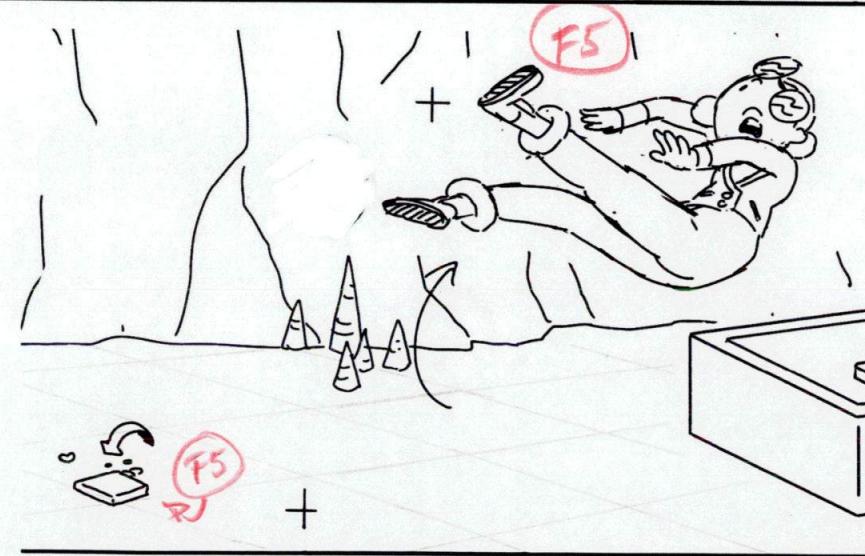
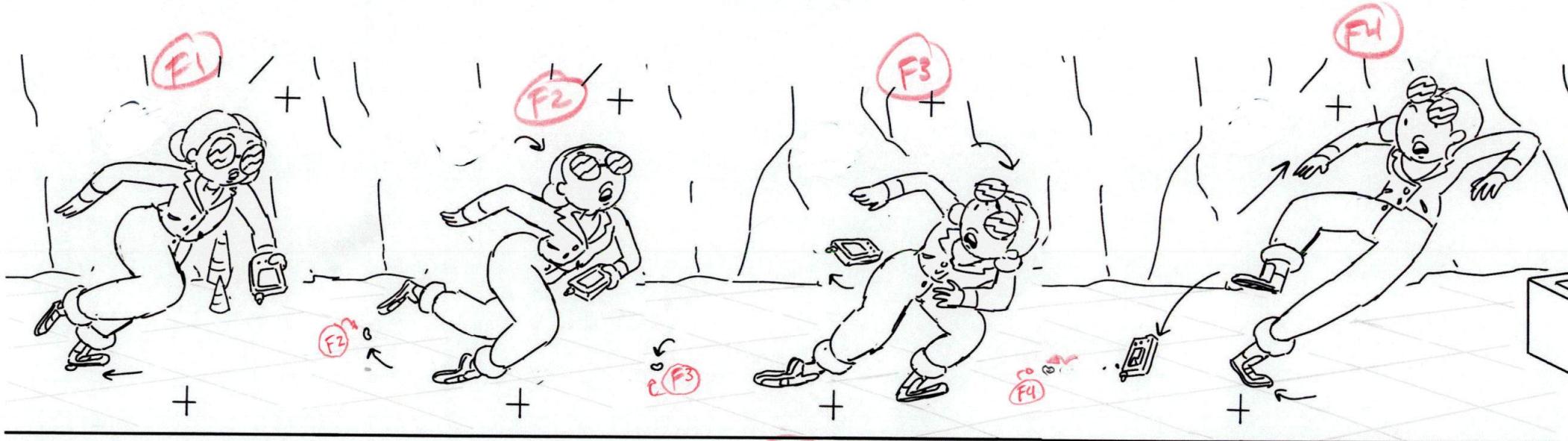


Page 261

EPISODE # 1034-242

Production:

1034/242



DEC 02 2015

1034/242

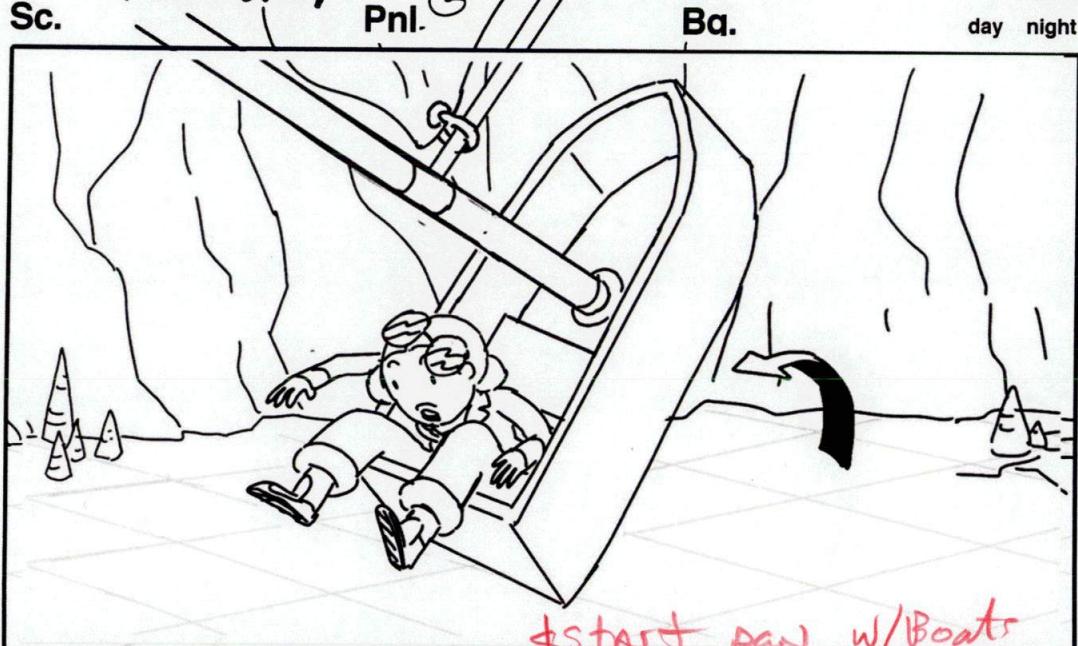
# ADVENTURE TIME

138 cont  
Sc. Pnl. G

Bg.



day night



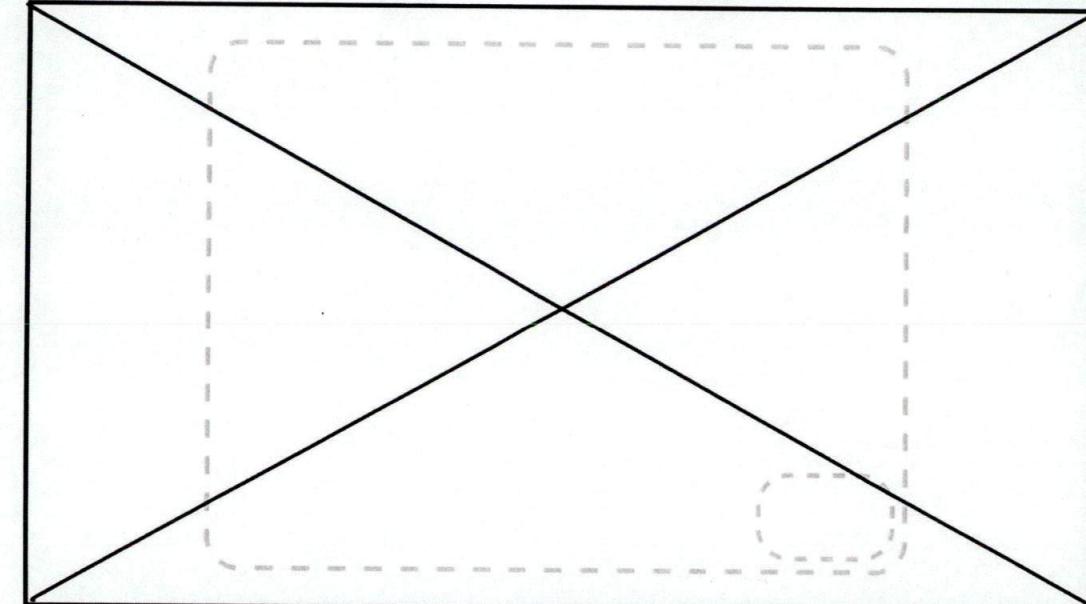
Sc.

Pnl.

Bg.

Page 262

day night



Dialog:

SFX: \* KLONK! \*

Action: - boat starts to tip w/ P's weight

DEC 02 2015

Timing:

EPISODE # 1034-242

Production:

1034/242

1034/242

# ADVENTURE TIME

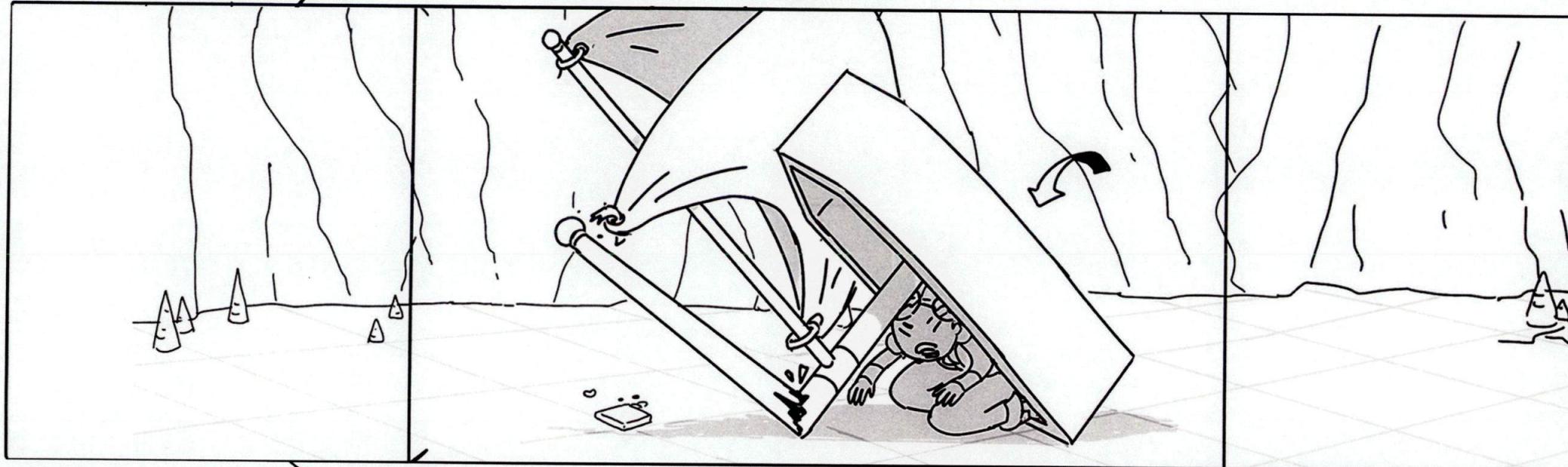


Sc. 138 cont Pnl. H

Page 263

day night

day night



Dialog:

← Pan w/Action

Action:

- boat continues flip over, mast breaks upon impact with ground.
- cam. adj. w/action

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

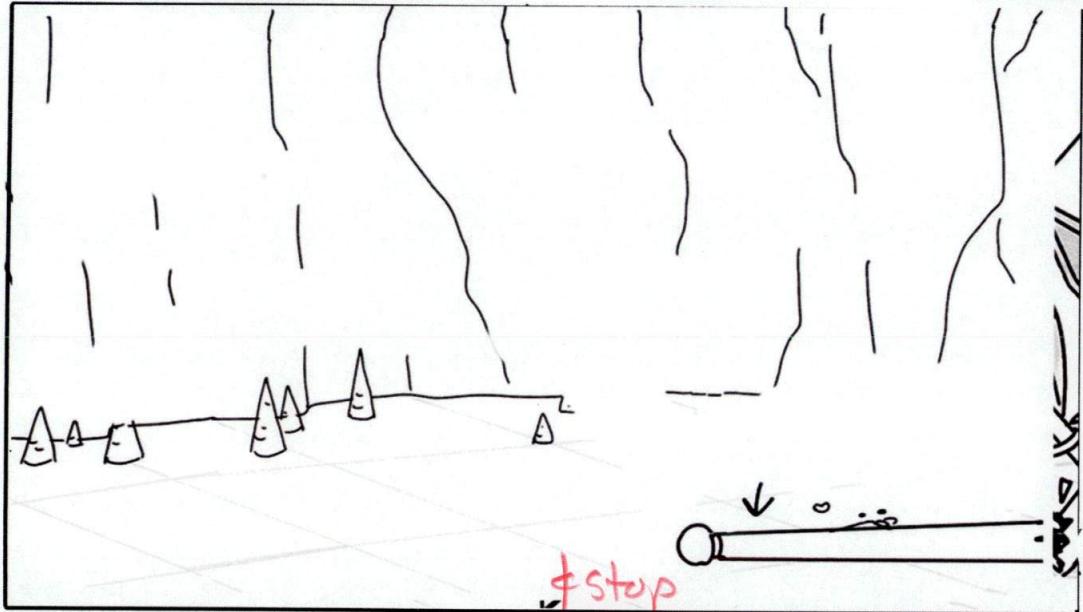
1034/242

1034/242

# ADVENTURE TIME

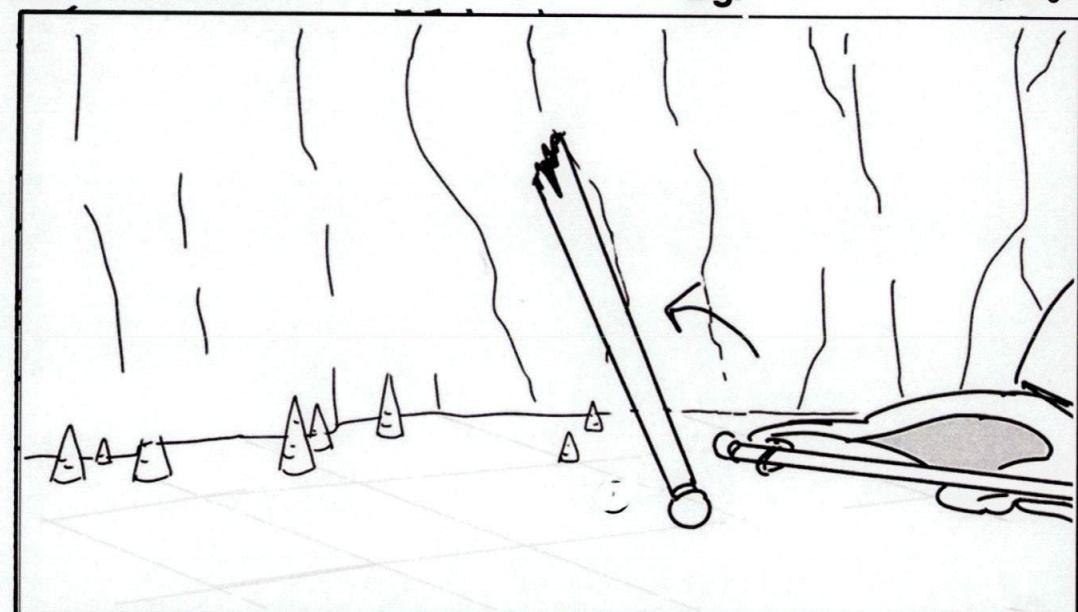
Sc. 138 cont Pnl. I

Bg.



day night  
Sc. 138 cont Pnl. J

Bg.



264  
Page 264A NEXT  
day night

1034242

1034/242

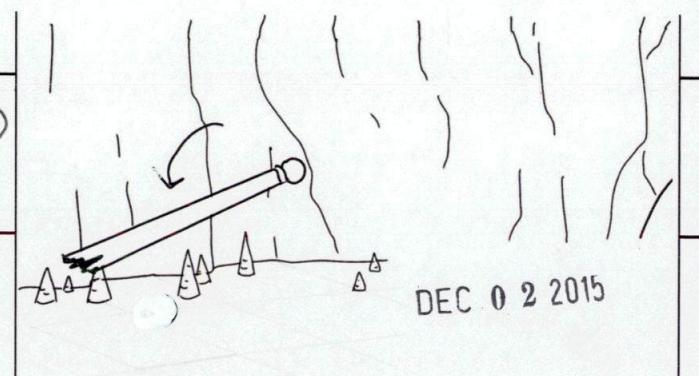
Dialog:

SFX: A WHPP-PP \*

Action:

- top of mast breaks off and hits the ground before spinning off/s

(J1)



Timing:

Production:

1034/242

# ADVENTURE TIME



NO SC  
139

Page 264A  
265 NEXT  
day night

Sc. 138 const Pnl. K

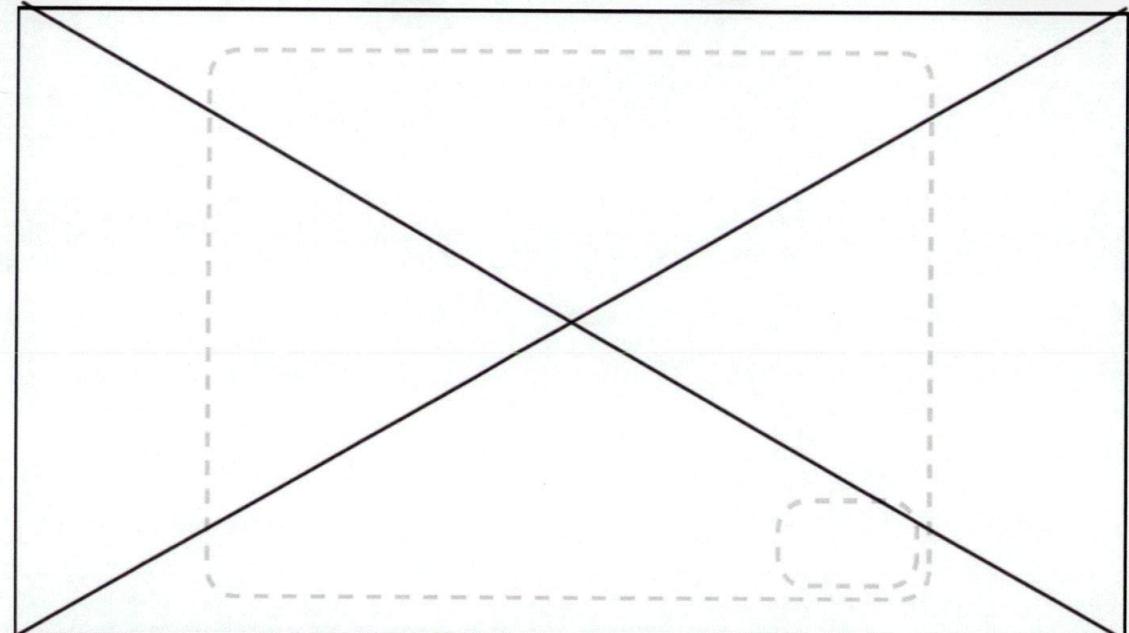
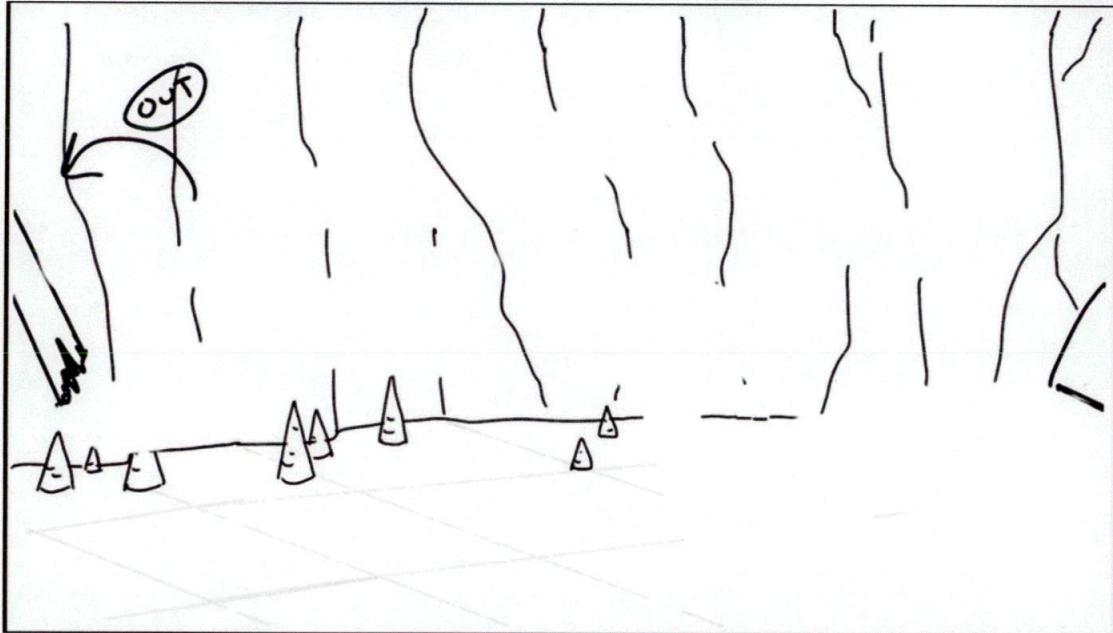
Bg.

day night

Sc.

Pnl.

Bg.



1034/242

EPISODE #

1034/242

Dialog:

Action:

Timing:

DEC 02 2011

Production :

1034/242

# ADVENTURE TIME

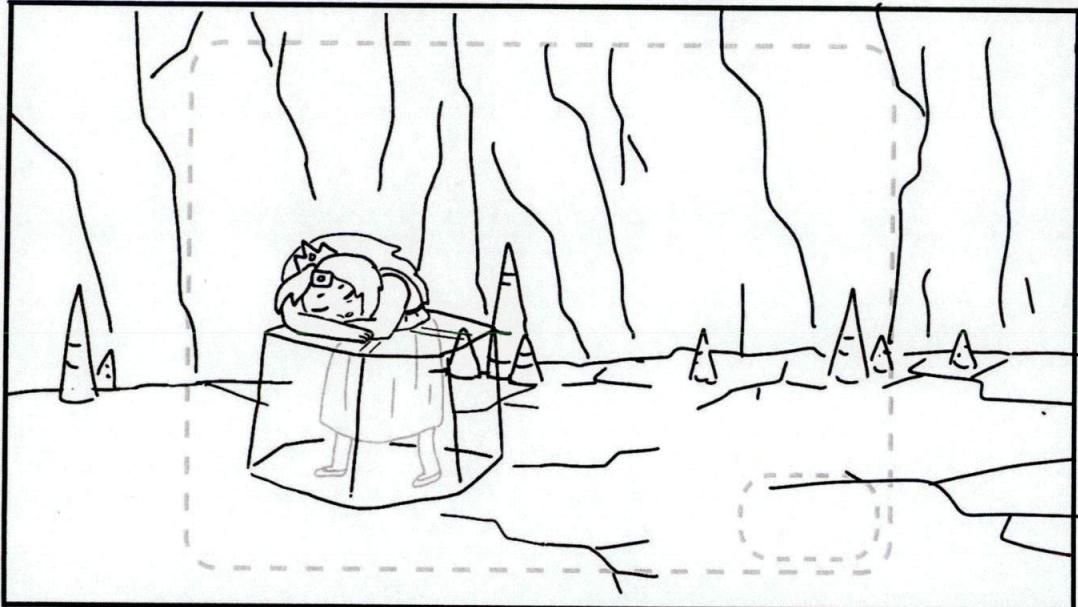


Sc. 140

Pnl. A

Bg.

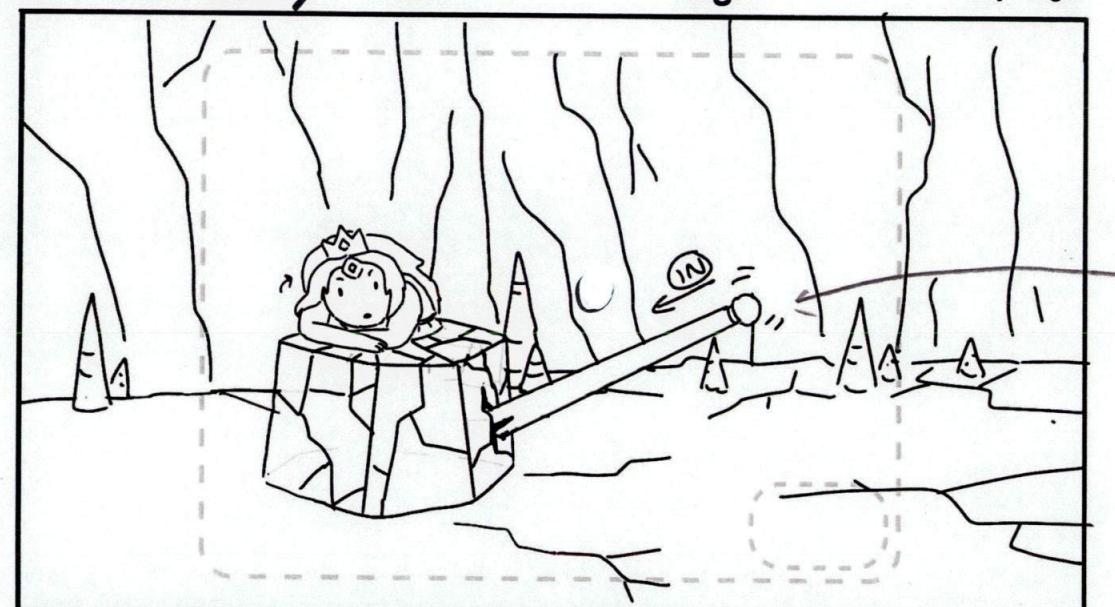
day night



Sc. 140 cont Pnl. B

Bg.

day night



Page

265

EPISODE # 1054-242

1034/242

Dialog:

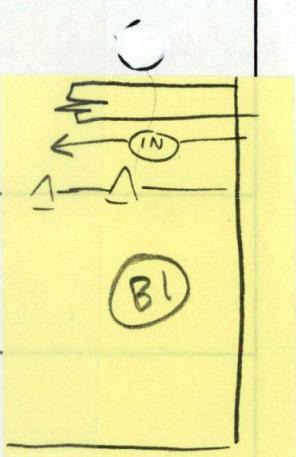
SFX: \*ice cracking\*

Action:

- mast flies in, cracks FP's ice
- she looks up

Timing:

DEC 02 2011



Production:

1034/242

# ADVENTURE TIME

Sc. 140 cont Pnl. C

Bg.



day night



Sc. 140 cont Pnl. D

Bg.

day night



Page 266

EPISODE # 1034-242

Production:

1034/242

Dialog:

SFX: \*SKSHH\* PB: FOOD!

Action:

F.P. IS FREED.

F.P. PICKS UP MAST

DEC 02 2015

Timing:



1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 140 cont Pnl. E

Bg.



day night

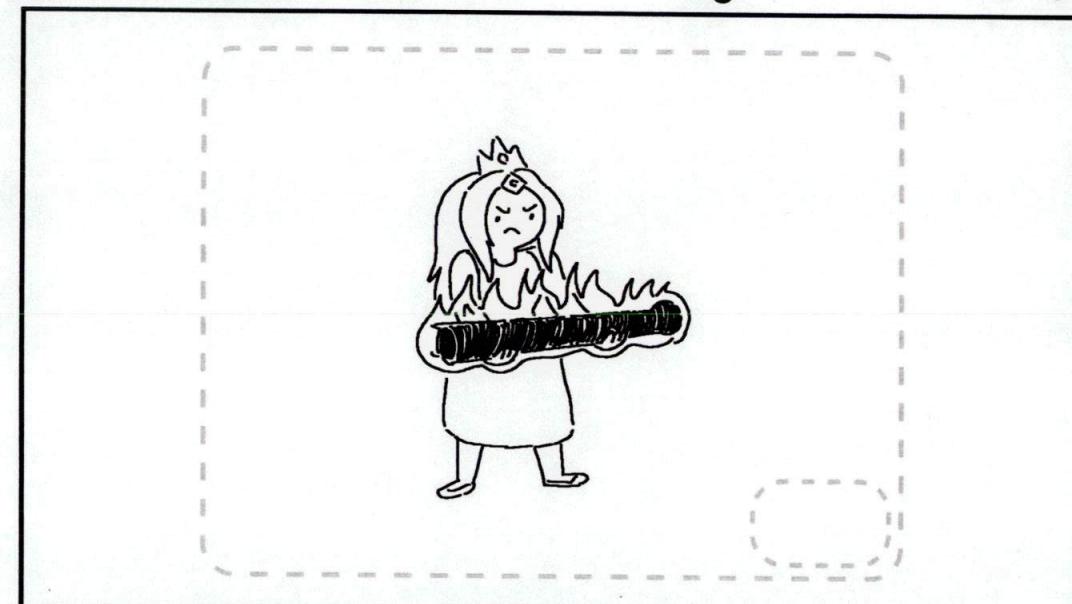
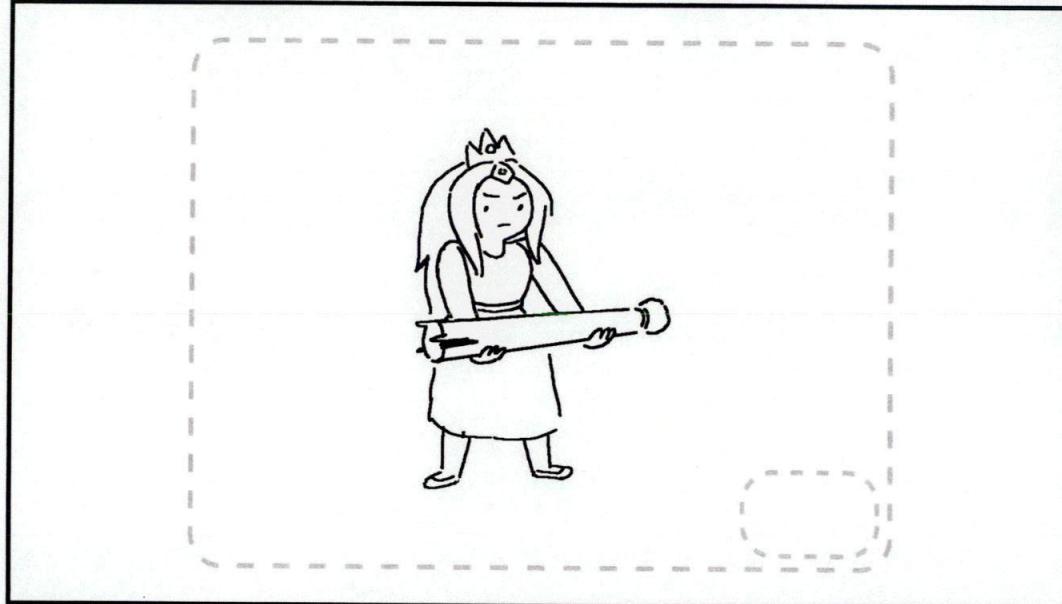
Sc. 140 cont

Pnl. F

Bg.

Page 267

day night



Dialog:

SFX. \* FWOOSH ! \*

Action:

F.P. BURNS UP MAST TO REFUEL &  
REGAIN STRENGTH.

DEC 02 2015

Timing:

Production:

1034 - 242

EPISODE #

1034 / 242

1034 / 242

# ADVENTURE TIME

Sc. 140 cont Pnl. G

Bg.



day night

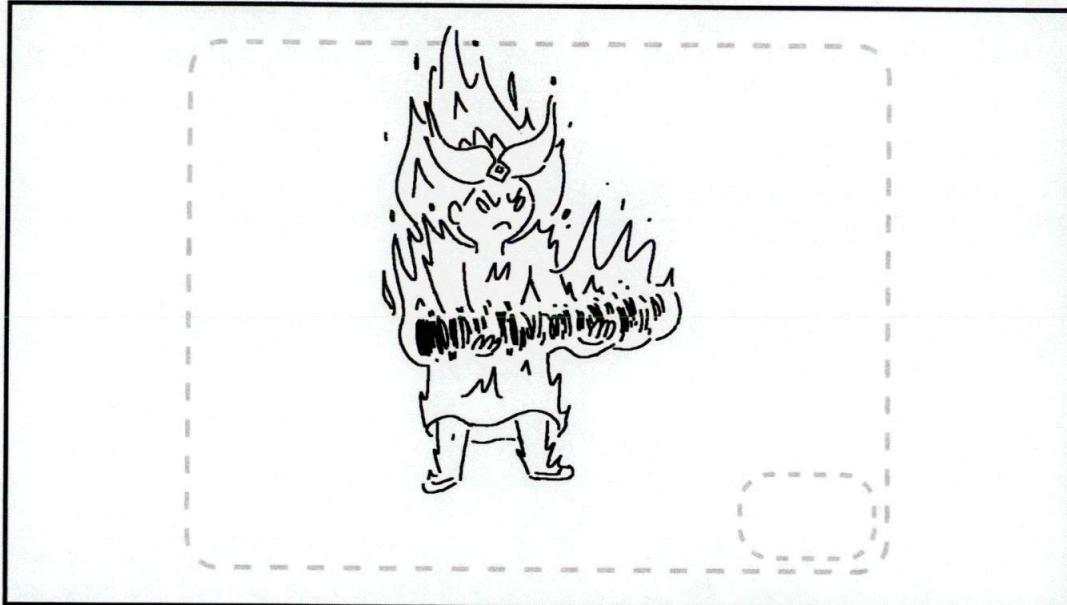
Sc. 140 cont

Pnl. H

Bg.

Page 268

day night



Dialog:

Action:

-FP BACK TO NORMAL COLOR.

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034, 242

1034/242

# ADVENTURE TIME

10341242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 140 cont Pnl. I

Bg.



day night

Page 269

day night



Sc. 140 cont Pnl. J

Bg.



Dialog:

Action:

Timing:

F.P. BLASTS FIRE O.S.

DEC 02 2015

Production:

EPISODE # 1034-242

1034 / 242

1034 / 242

# ADVENTURE TIME

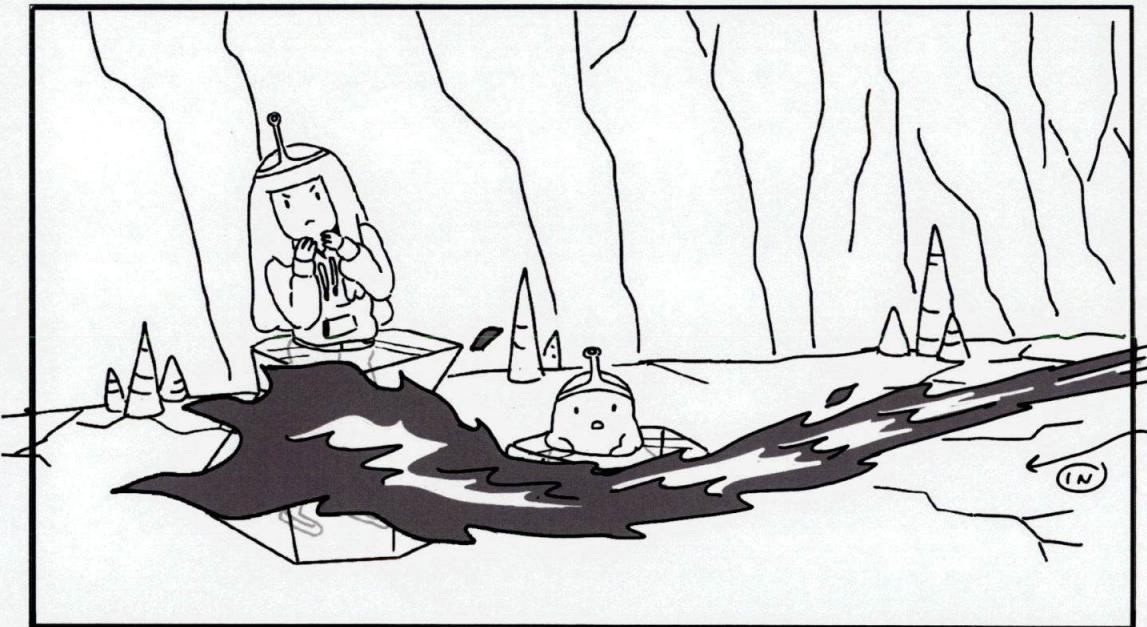


Sc. 141

Pnl. A

Bg.

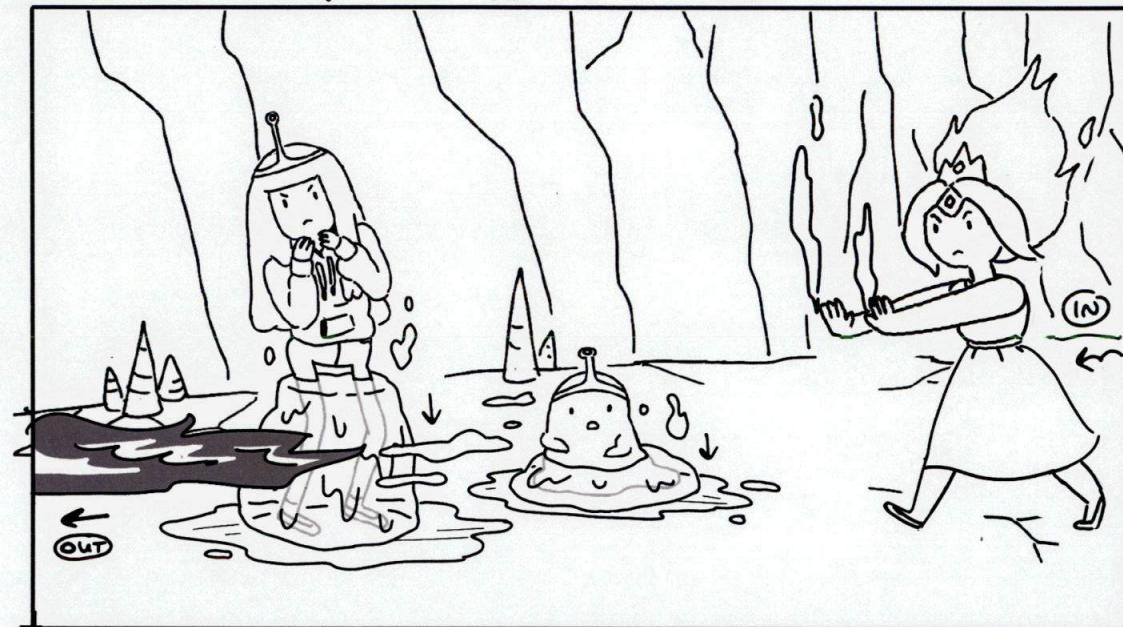
day night



Sc. 141 cont Pnl. B

Bg.

Page 270  
270A NEXT  
day night



Dialog:

SFX: + SS SS \*

Action:

- FP'S FIRE MELTS ICE AROUND PB + SP.

DEC 02 2015

Timing:

Production:

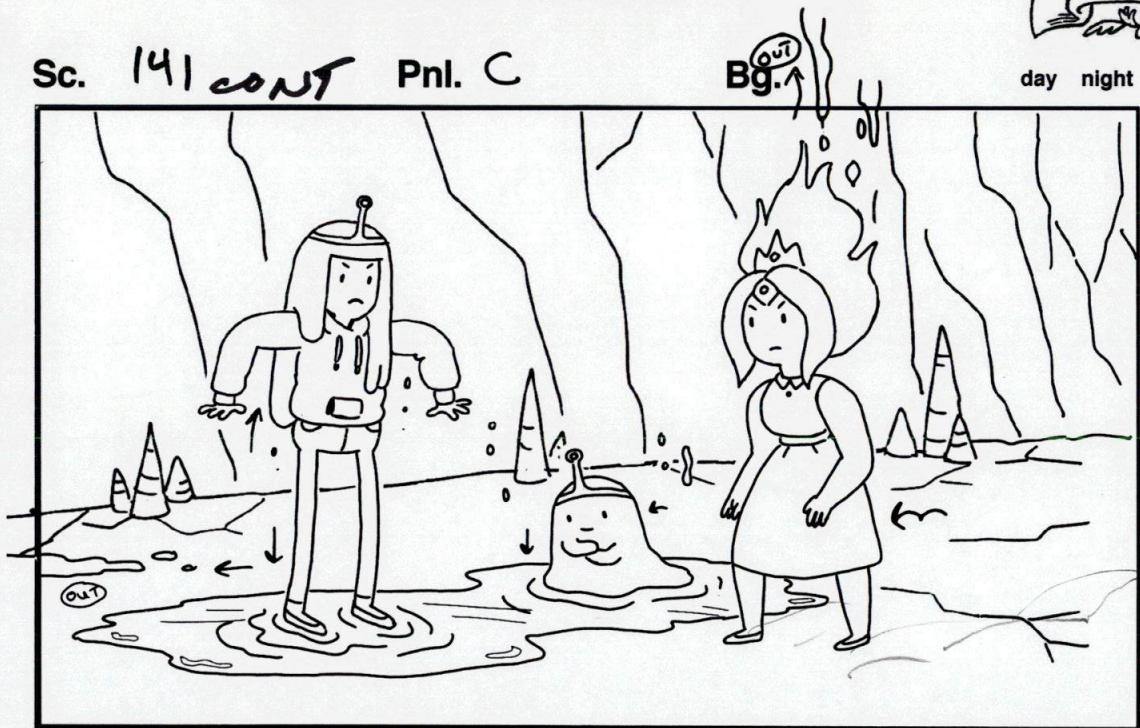
1034-242

1034/242

1034

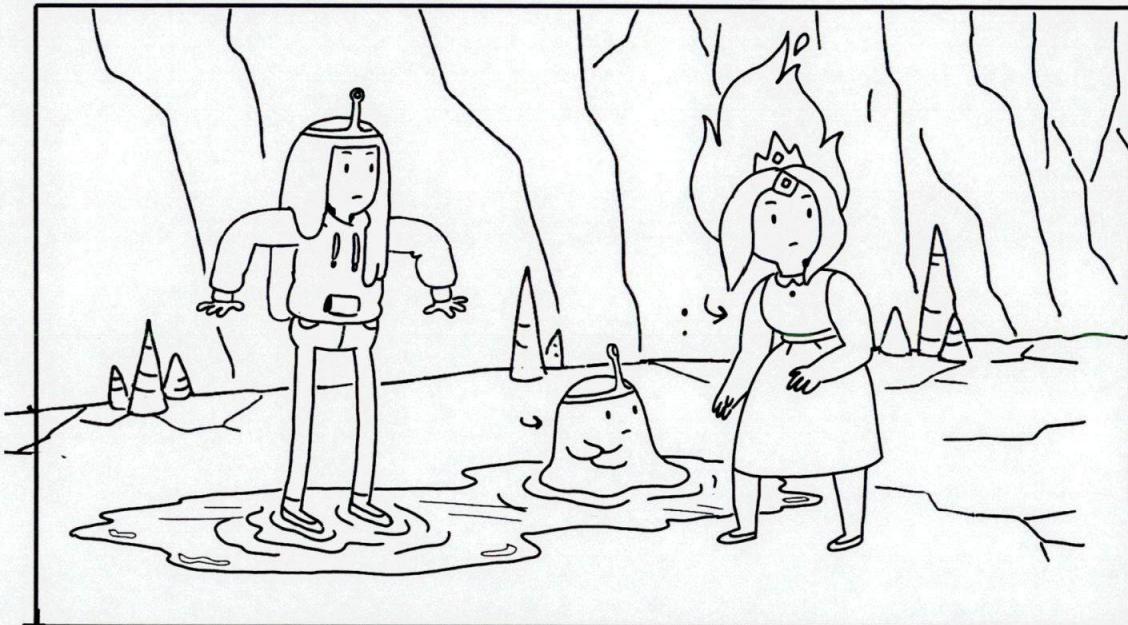
# ADVENTURE TIME

Sc. 141 cont Pnl. C



day night

Sc. 141 cont Pnl. D



Page 270A  
271 next  
day night

1034-242

EPISODE #

1034/242

1034/242

Dialog: P(o/s): What a -

P(o/s): surprise! *IT'S a.*

Action: - ICE FINISHES MELTING

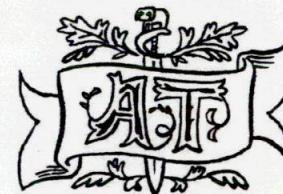
DEC 02 2015

Timing:

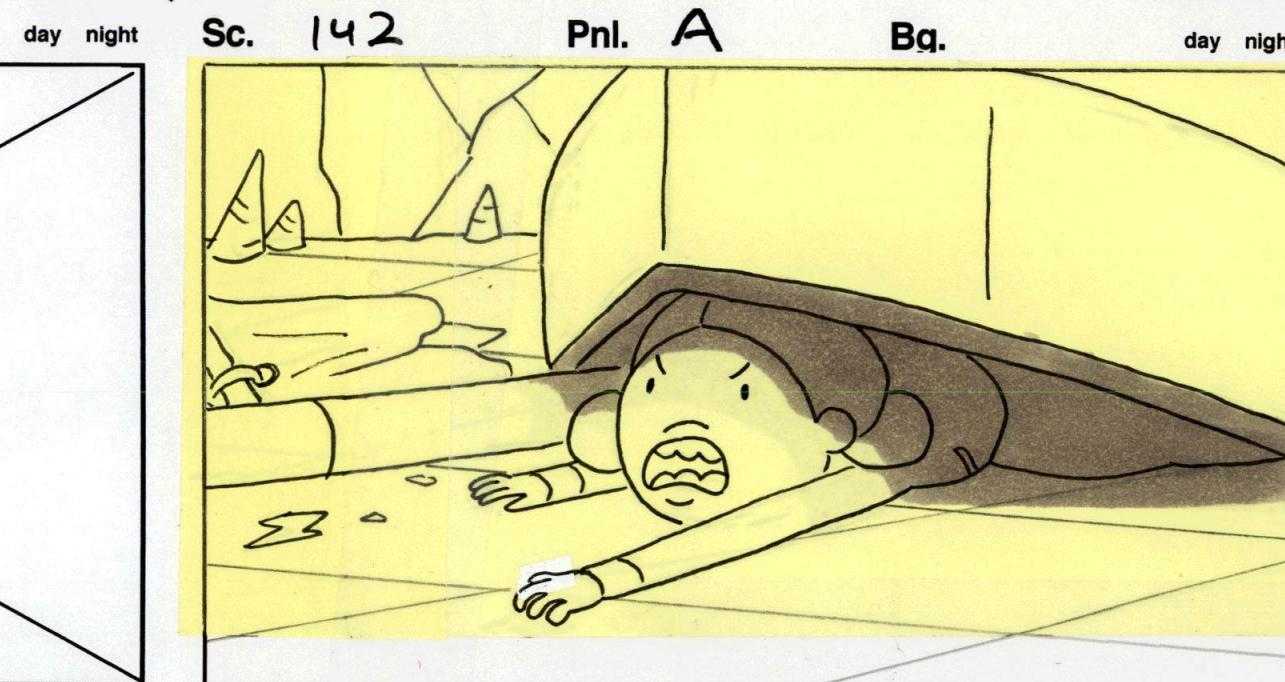
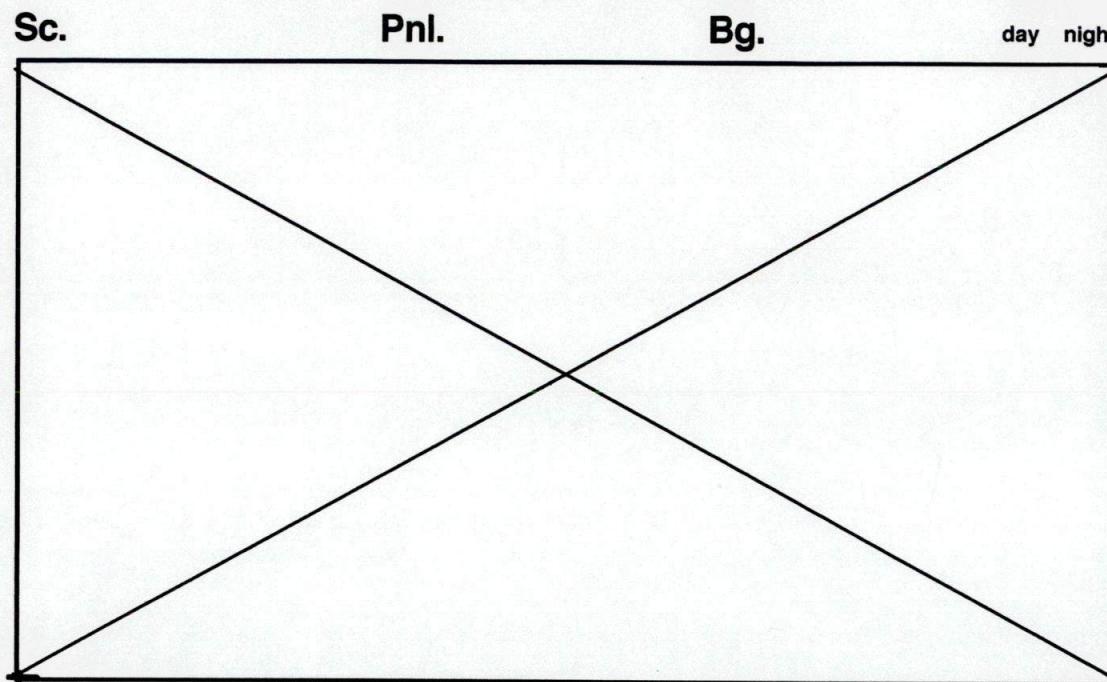
Production:

1034/242

# ADVENTURE TIME



Page 271



1034/242

Dialog:

P/ it's a billion years  
later and you're  
still not cool.

Action:

DEC 02 2015

Timing:

Production:

1034-242

1034/242

1034/242

1034 / 242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 143

Pnl. A

Bg.

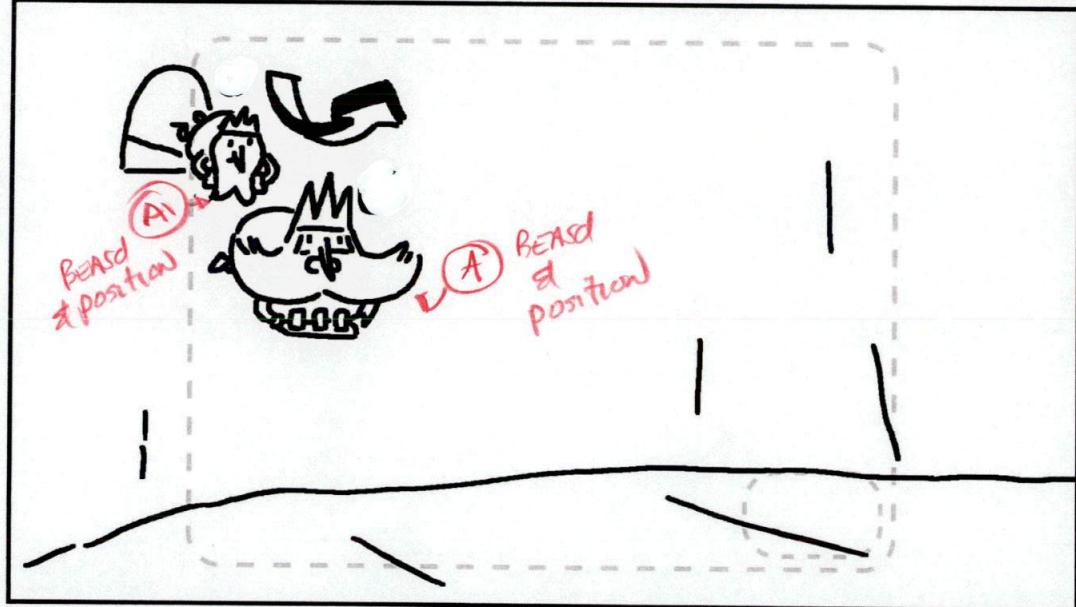


day night

Page

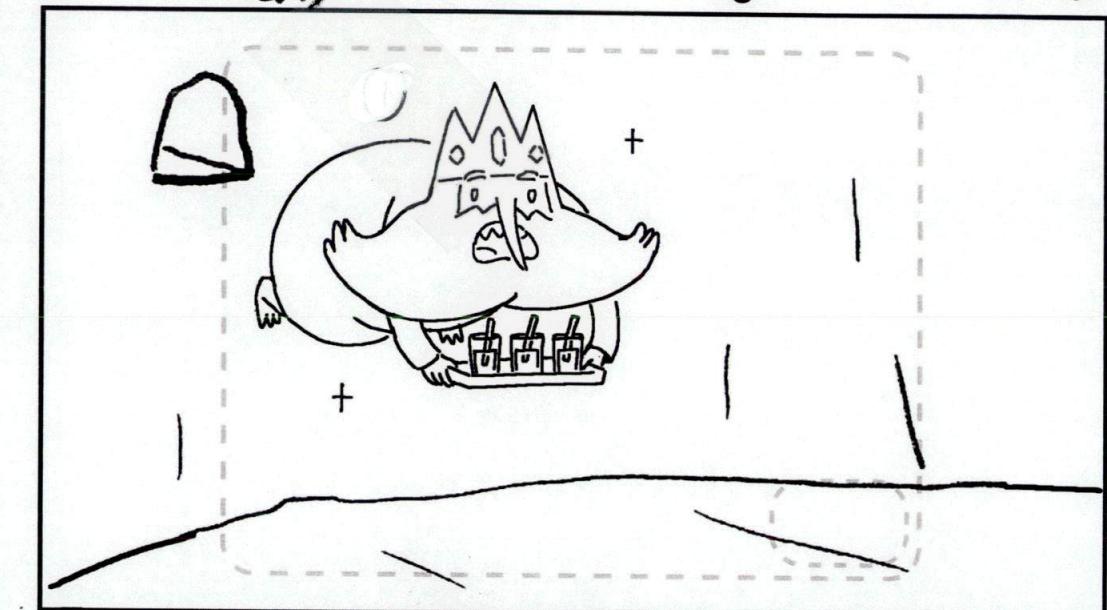
272

day night



Sc. 143 cont Pnl. B

Bg.



Dialog:

IK / Ladies! Please --

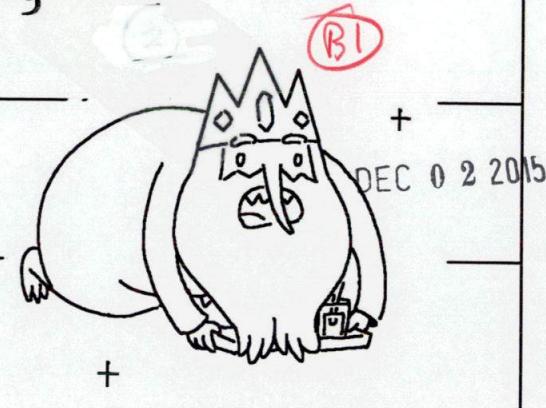
Action:

-IK FLIES FORWARD CARRYING DRINKS.

Timing:

CYCLE

0.0 0.5 1.0



Production:

EPISODE # 1034-242

1034 / 242

1034 / 242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page

273

Sc. 143 cont Pnl. C

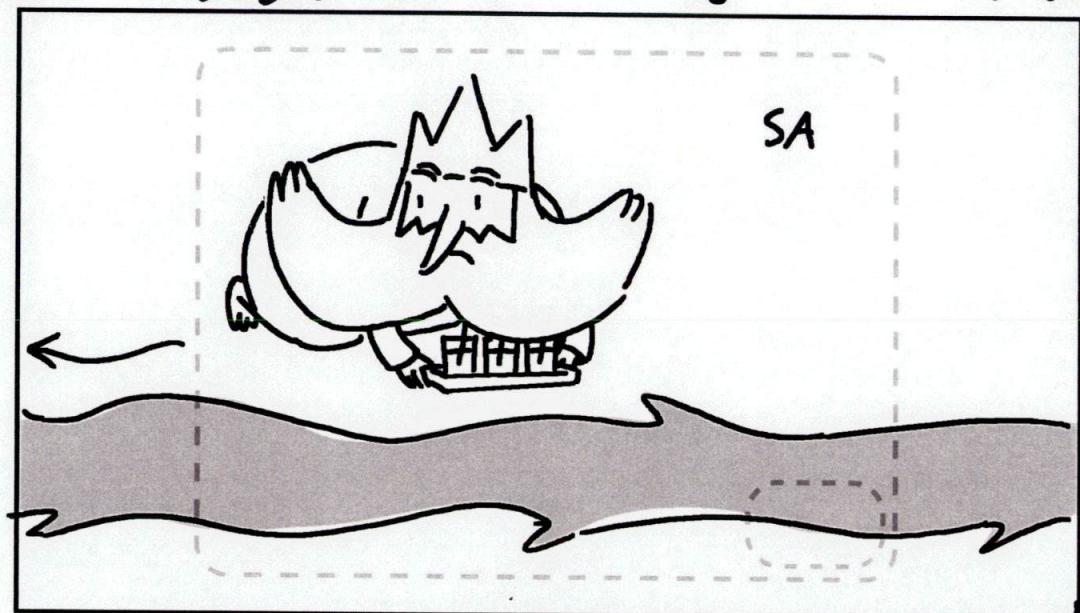
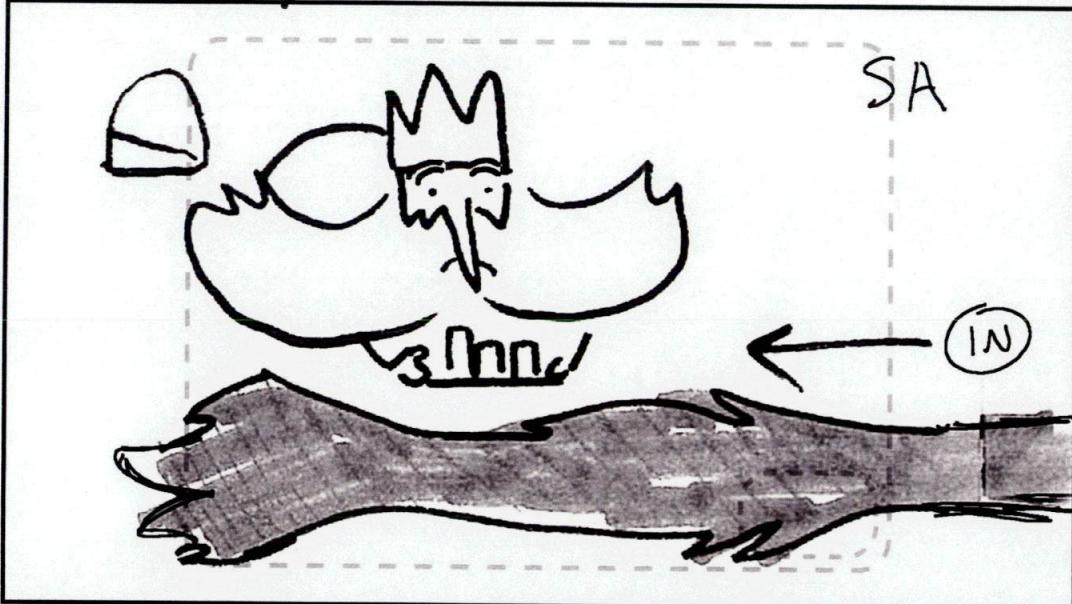
Bg.

day night

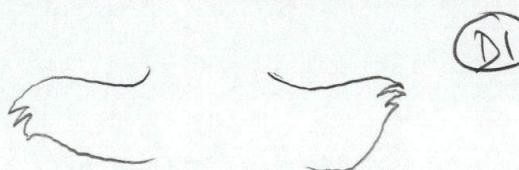
Sc. 143 cont Pnl. D

Bg.

day night



Dialog:



Action:

- FIRE BLASTS THROUGH SCREEN.

Timing:

DEC 02 2015

Production:

1034-242

EPISODE #

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



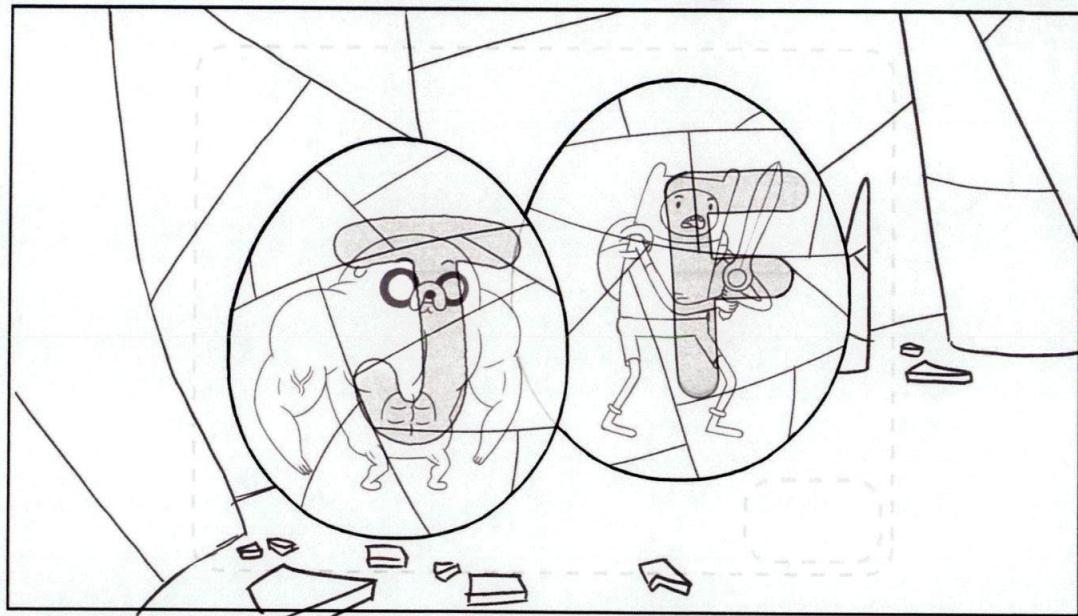
Page 274

Sc. 144

Pnl. A

Bg.

day night



Sc. 144

~~cont~~ Pnl. B

Bg.

day night



Dialog:

Action:

F.P. (o.s.) SHOOTS FIRE TO MELT/FREE  
F + J FROM ICE EGGS.

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

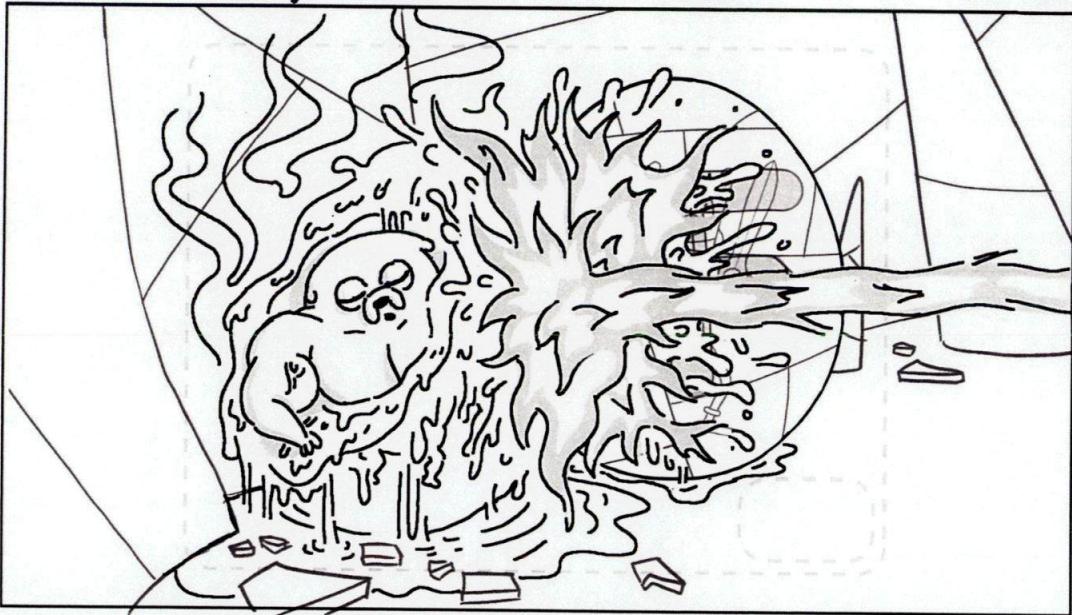
# ADVENTURE TIME



Sc. 144 cont Pnl. C

Bg.

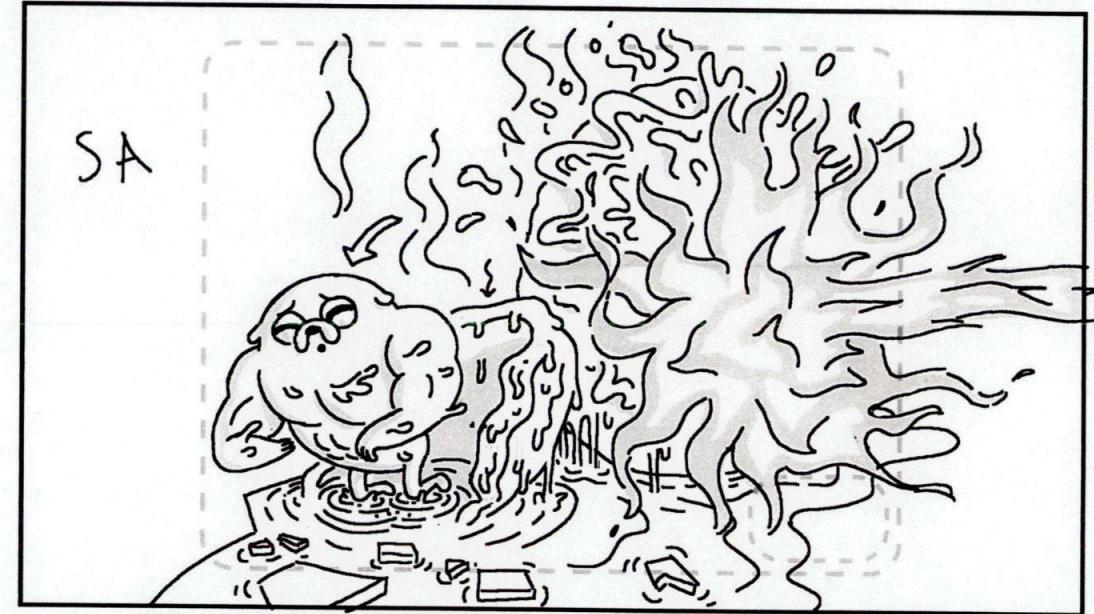
day night



Sc. 144 cont Pnl. D

Bg.

day night



Page 275

EPISODE # 1154-242

1034/242

Production:

DEC 02 2015

Dialog:

Action:

Timing:

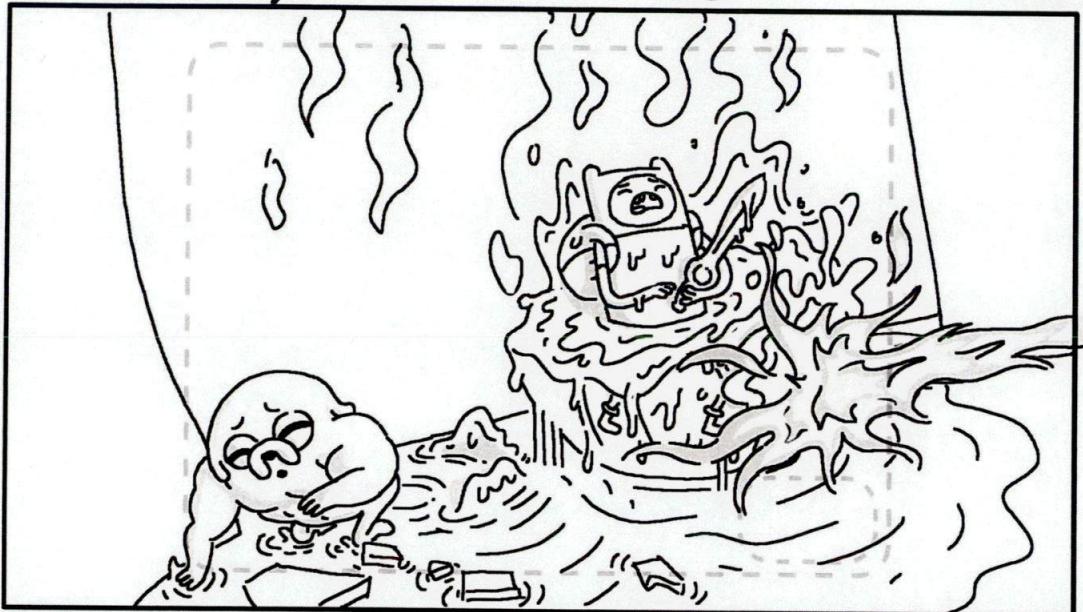
1034/242

# ADVENTURE TIME



Sc. 144 cont Pnl. E Bg.

day night



Sc. 144 cont Pnl. F Bg.

Page 276

day night



Dialog:

Action:

Timing:

DEC 02 2015

Production:

1034/242

EPISODE # 1124-242

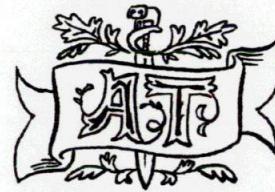
1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 277

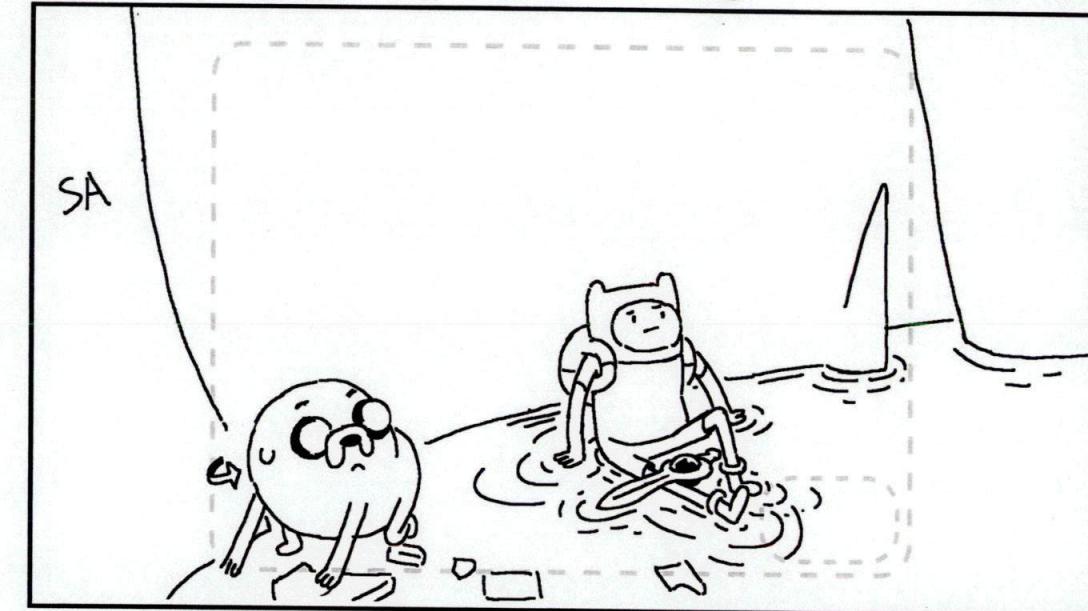
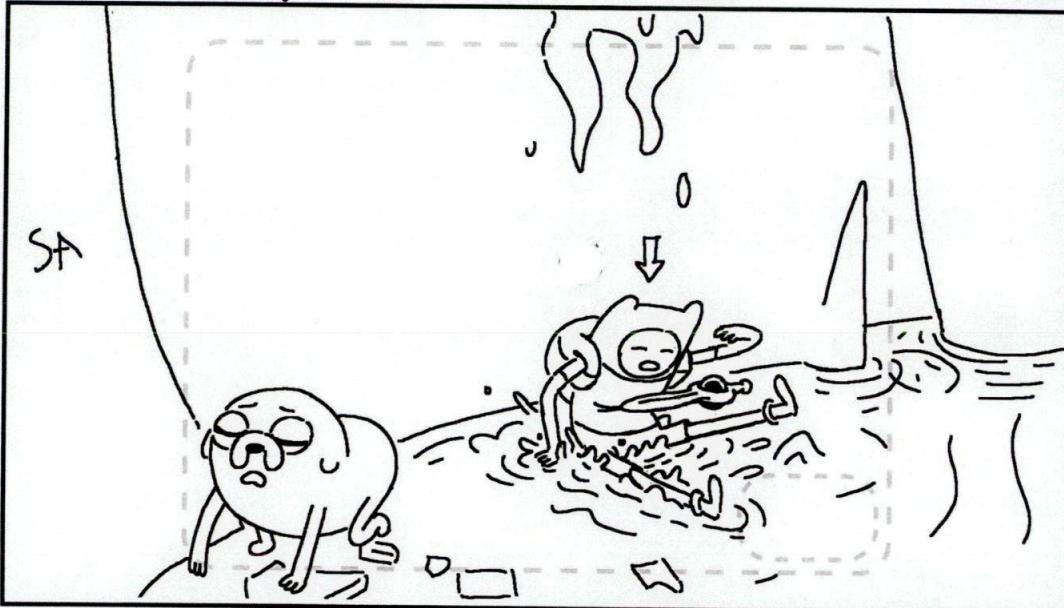
day night

Sc. 144 cont Pnl. G Bg.

day night

Sc. 144 cont Pnl. H Bg.

day night



Dialog:

F+J: (GROANING)

P:(os) YOU DUMMIES...

Action:



Timing:

DEC 02 2015

Production:

1034-242

EPISODE #

1034/242

1034/242

# ADVENTURE TIME



Page 278

Sc. 145

Pnl. A

Bg.

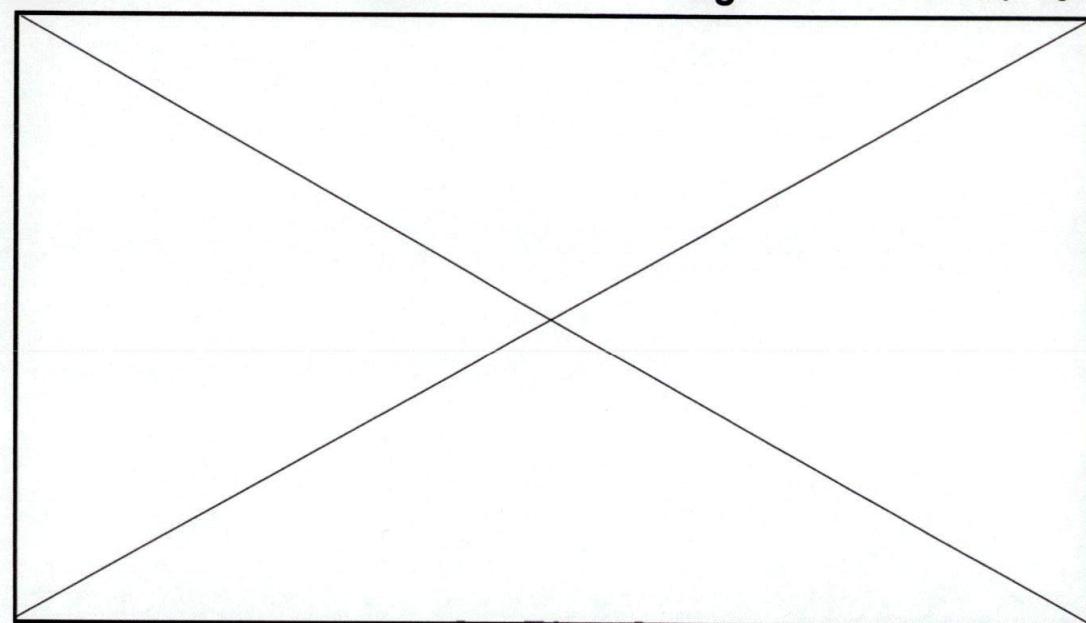
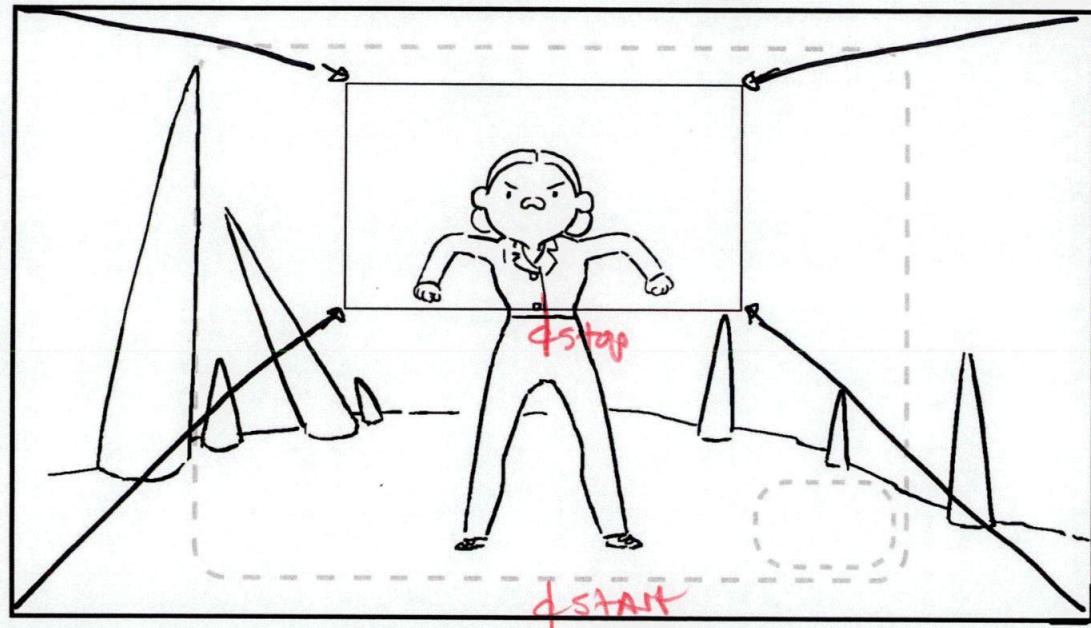
day night

Sc.

Pnl.

Bg.

day night



Dialog:

P / I'm done  
hiding out..

Action:

- TRUCK IN ON PATIENCE.

Timing:

DEC 02 2015

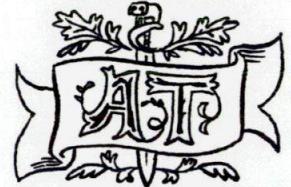
Production:

EPISODE # 1034 - 242

1034 / 242

1034 / 242

# ADVENTURE TIME



Sc. 145 cont Pnl. C

Bg.

day night

Page 279

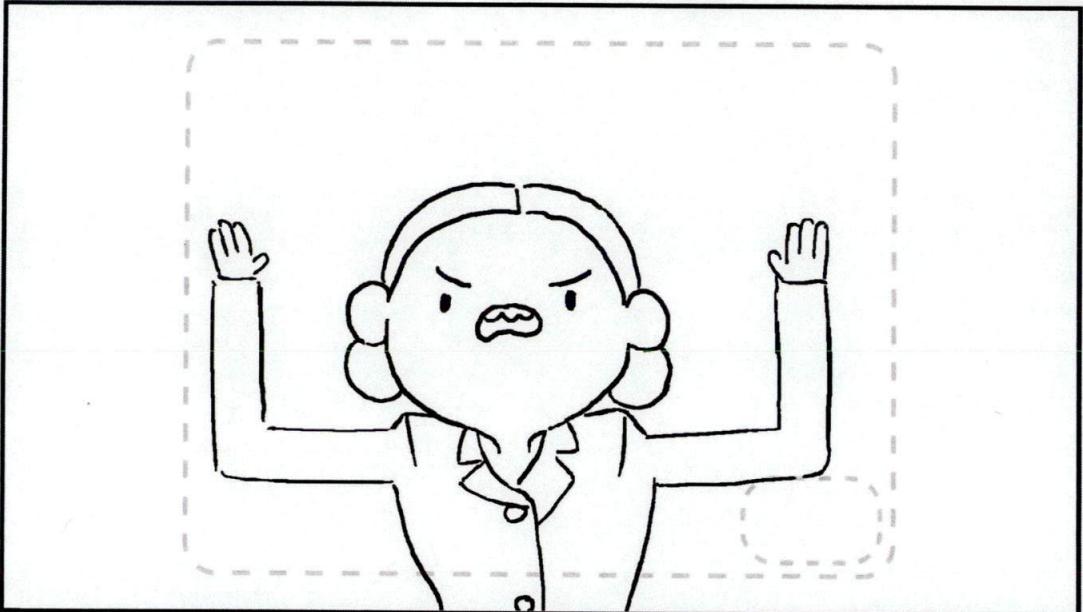
day night

Sc. 145 cont Pnl. D

Bg.

day

night



Dialog:

P / everybody out there is

P / gonna know me soon..

Action:

DEC 02 2015

Timing:

Production:

1034/242

# ADVENTURE TIME



Sc. 145 cont Pnl. E

Bg.

day night



Sc. 145 cont Pnl. F

Bg.

day night



Dialog:

Action:

<scary  
sound>

DEC 02 2015

Timing:

Production:

# ADVENTURE TIME



©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034 / 242

Sc. 145 cont Pnl. 6

Bg.

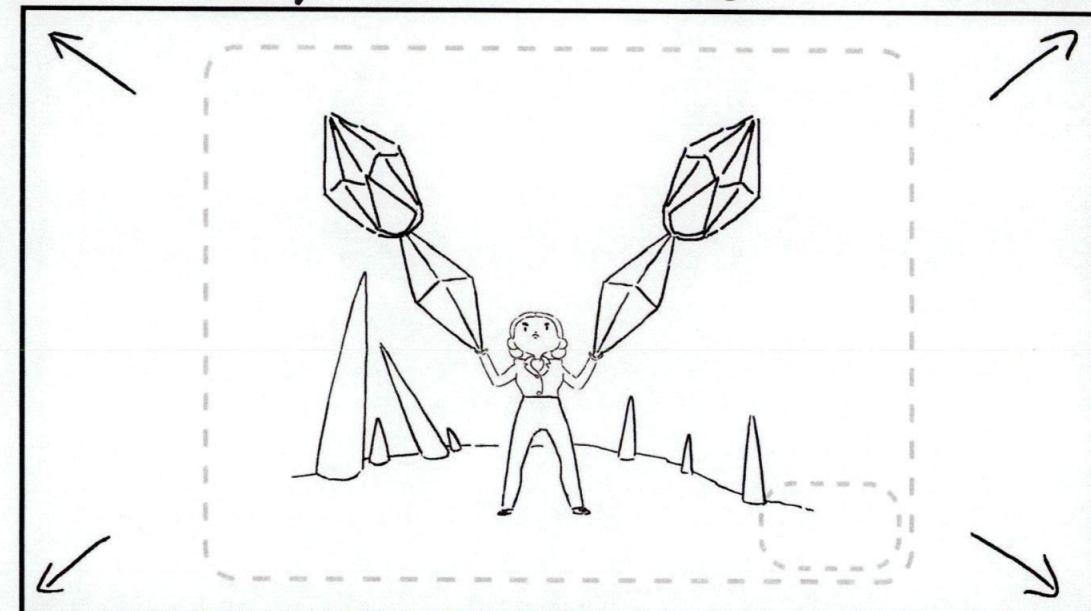
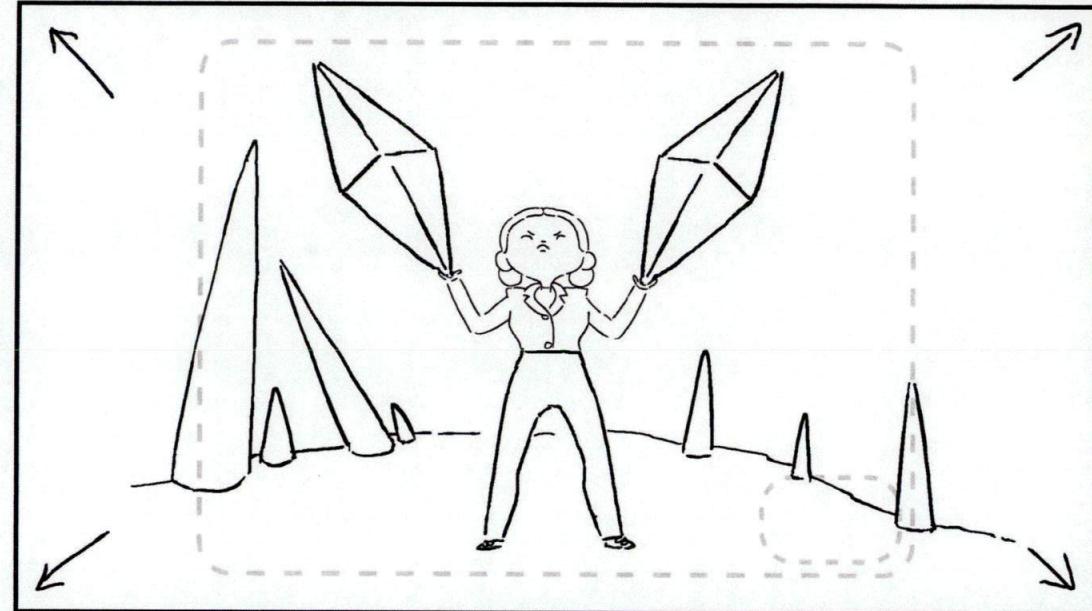
day night

Sc. 145 cont Pnl. H

Bg.

Page 281

day night



Dialog:

Action:

Timing:

DEC 02 2015

Production:

EPISODE # 1034-242

1034 / 242

1034 / 242

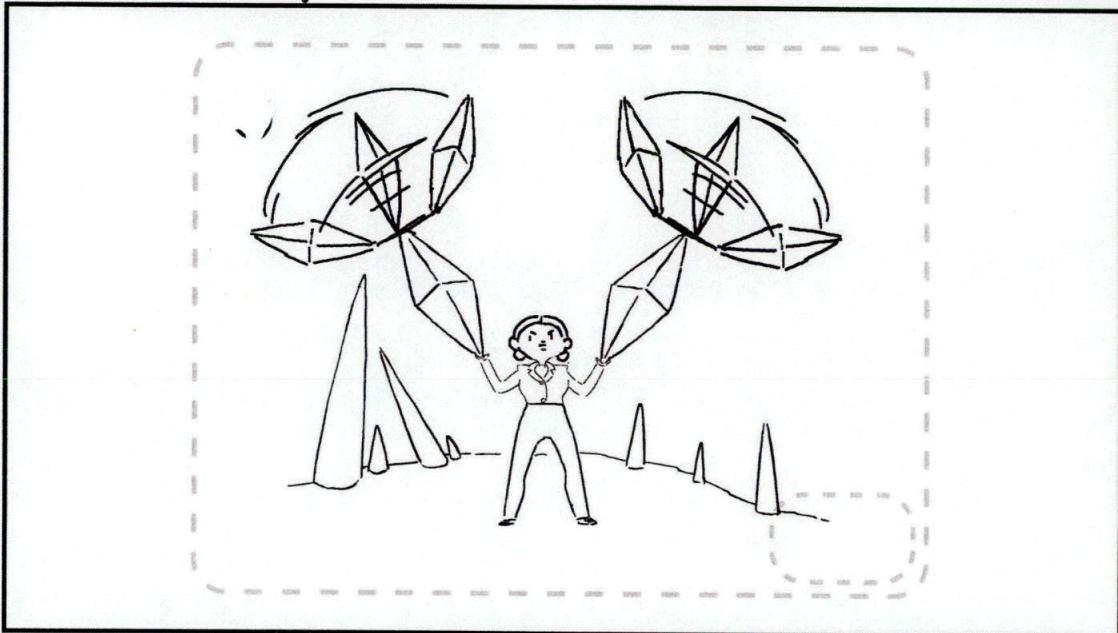
# ADVENTURE TIME

Sc. 145 *cont* Pnl. I

Bg.



day night

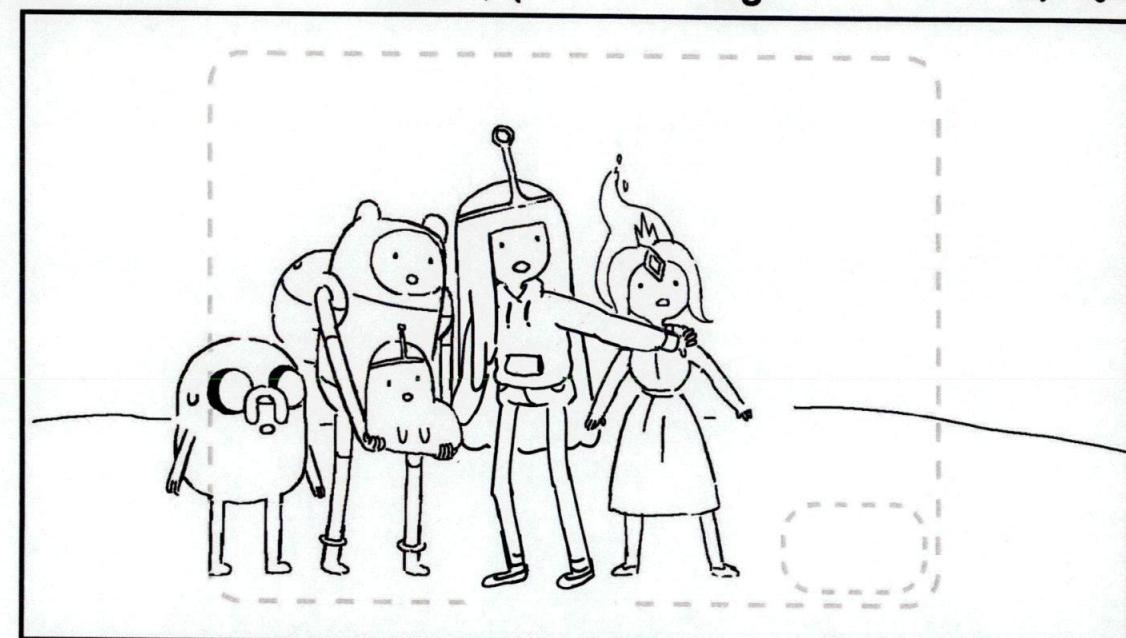


Sc. 146

Pnl. A

Bg.

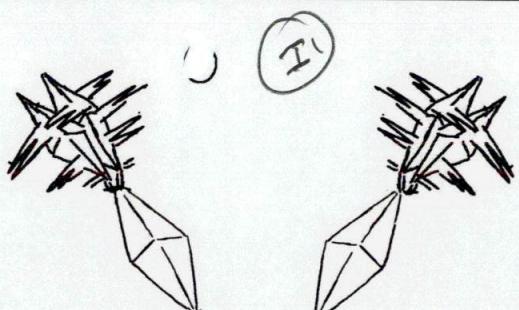
Page 282  
day night



**Dialog:**

SFX: \* VRRRRR ! \*

**Action:**



- PATIENCE FORMS IMPRESSIVE  
SPINNING BLADES

DEC 02 2015

**Timing:**

**Production:**

1034/242

EPISODE # 1034-242

11034/242

1034/242

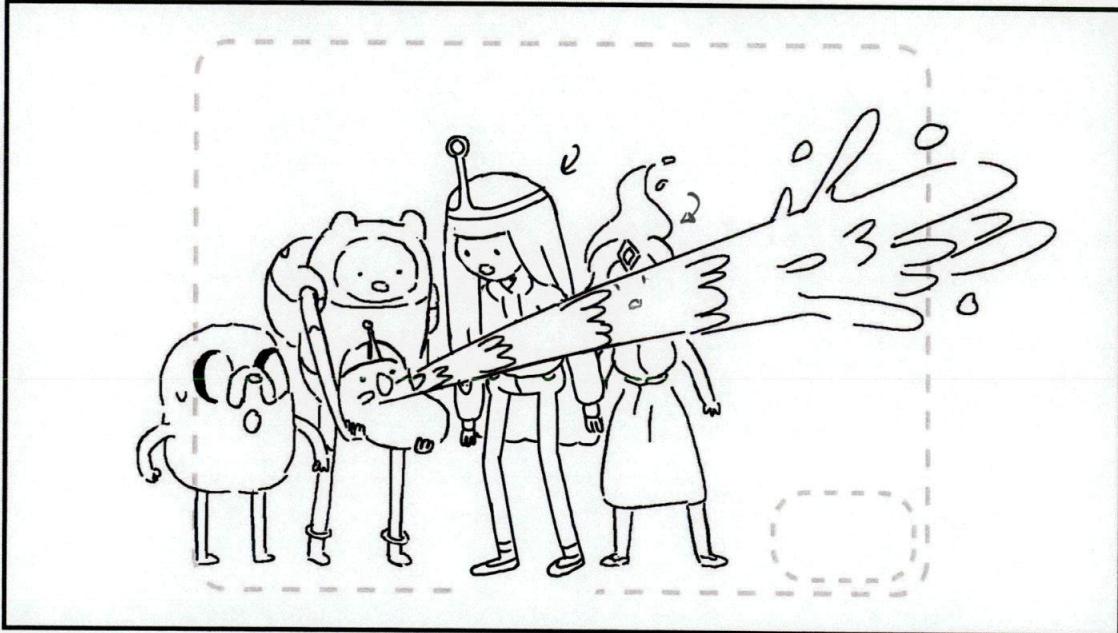
# ADVENTURE TIME



Sc. 146 cont Pnl. B

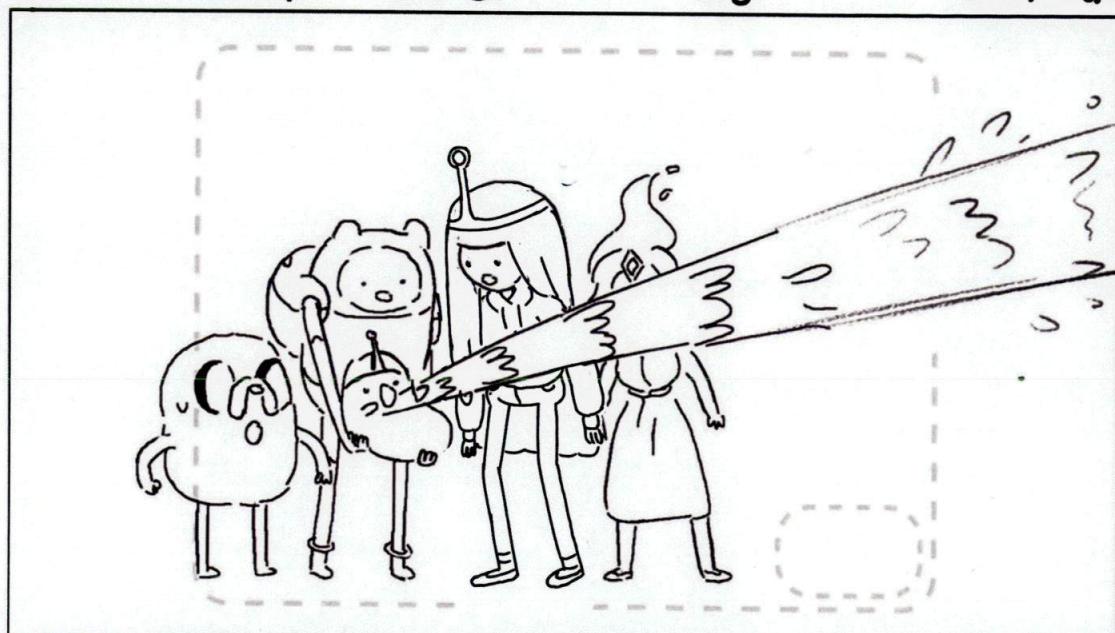
Bg.

day night



Sc. 146 cont Pnl. C

Bg.



Page 283

283A NEXT  
day night

Dialog:

2.  
SP / Ahhhh!

Action:

3. Splatat-  
atatat!

- SP FIRES SLIME  
OFF/S.

Timing:

DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

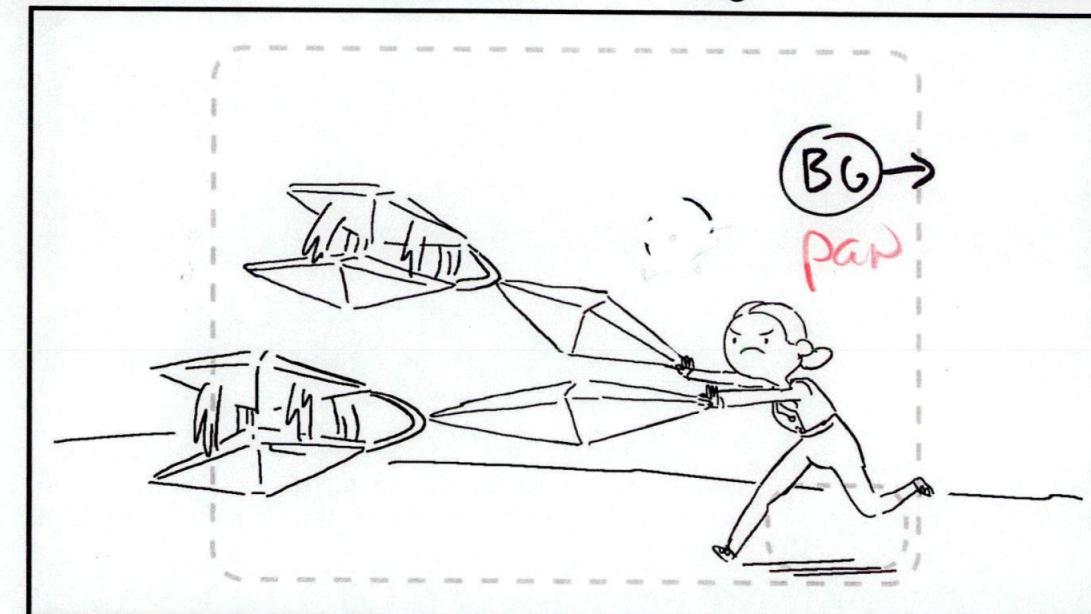
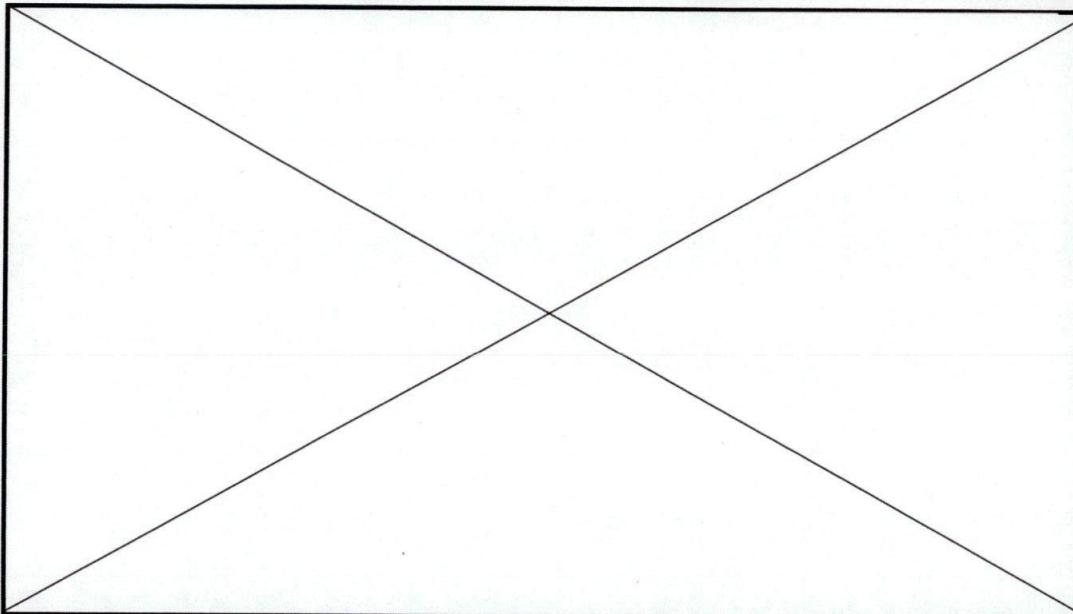
Sc.

147

Pnl. A

Bg.

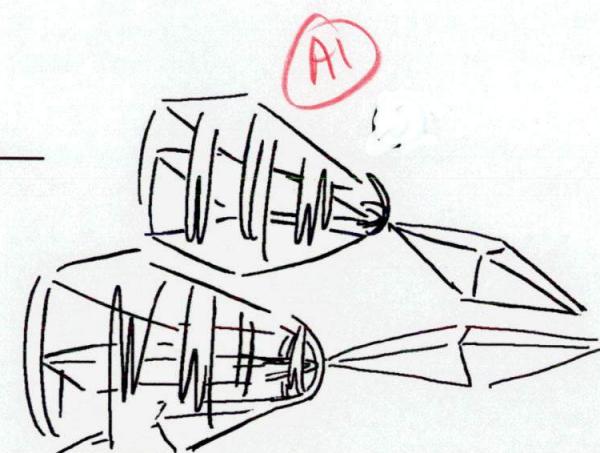
Page 283A  
294 NEXT  
day night



Dialog:

Action:

Timing:



- PATIENCE  
CHARGES

Production:

EPISODE # 1034-242

1034/242

1034/242

1034 / 242

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Sc. 147 CONT Pnl. B

Bg.

day night

Sc. 147 CONT Pnl. C

Bg.

Page 284  
204A NEXT  
day night

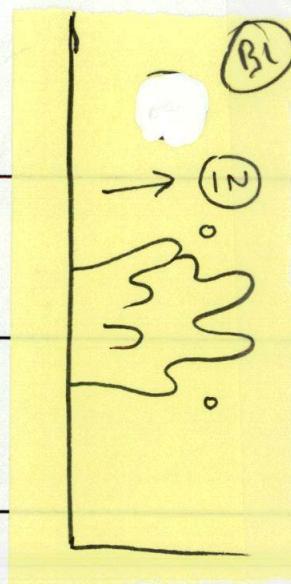


Dialog:

Action:

SPLAT! — Splatatatat!

Timing:



P: UHNNN

- P'S SLIME-COVERED BLADES  
SLUMP TO GROUND TRAPPING HER.

DEC 02 2011

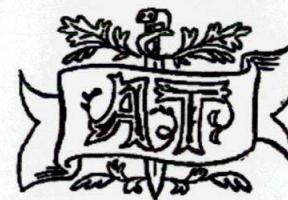
Production:

EPISODE # 1034-242

1034 / 242

1034 / 242

# ADVENTURE TIME



day night

Sc.

Sc. 147 *CONT* Pnl. D

Bg.

Pnl.

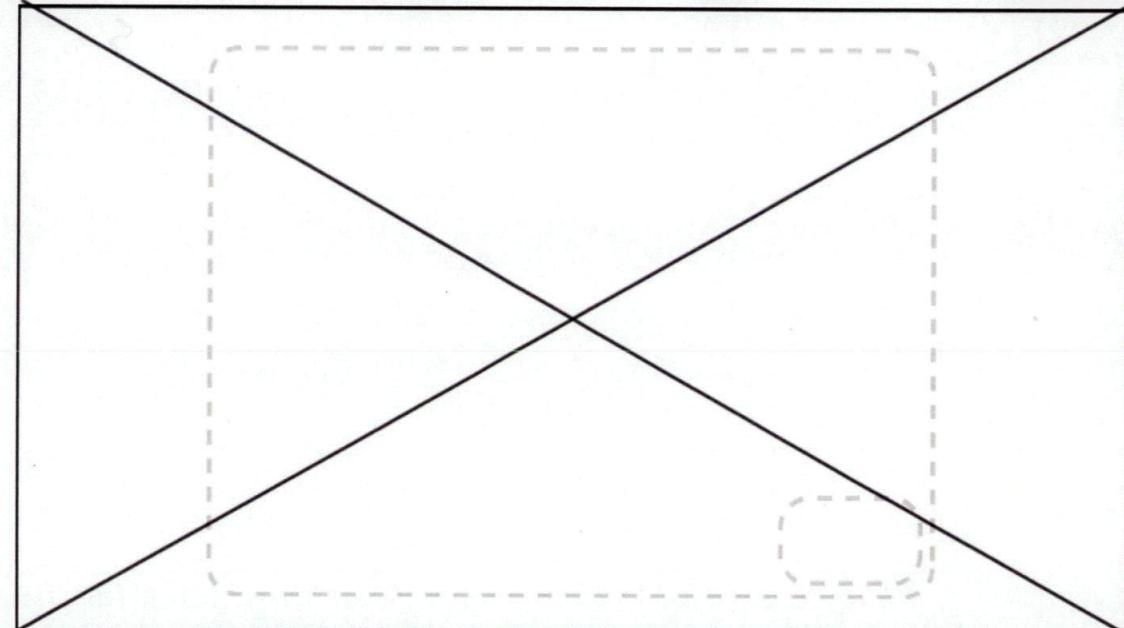
Bg.

Page 284A

205 *NEXT*

EPISODE #

1034 / 242



Dialog:

Action:

Timing:

DEC 02 2015

Production :

1034 / 242

# ADVENTURE TIME



Page 285

Sc. 147 cont Pnl. E

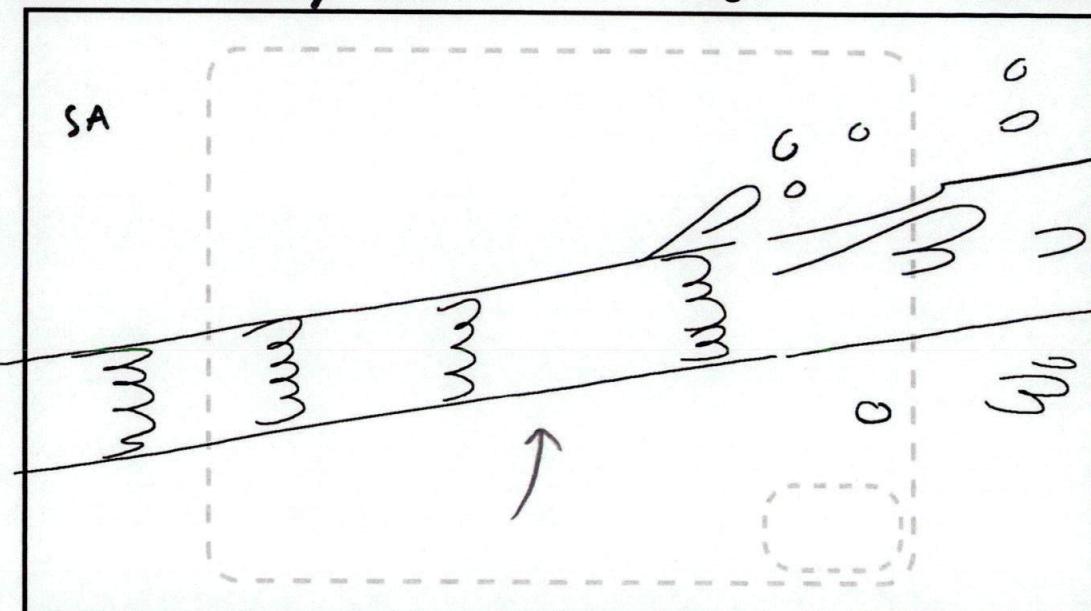
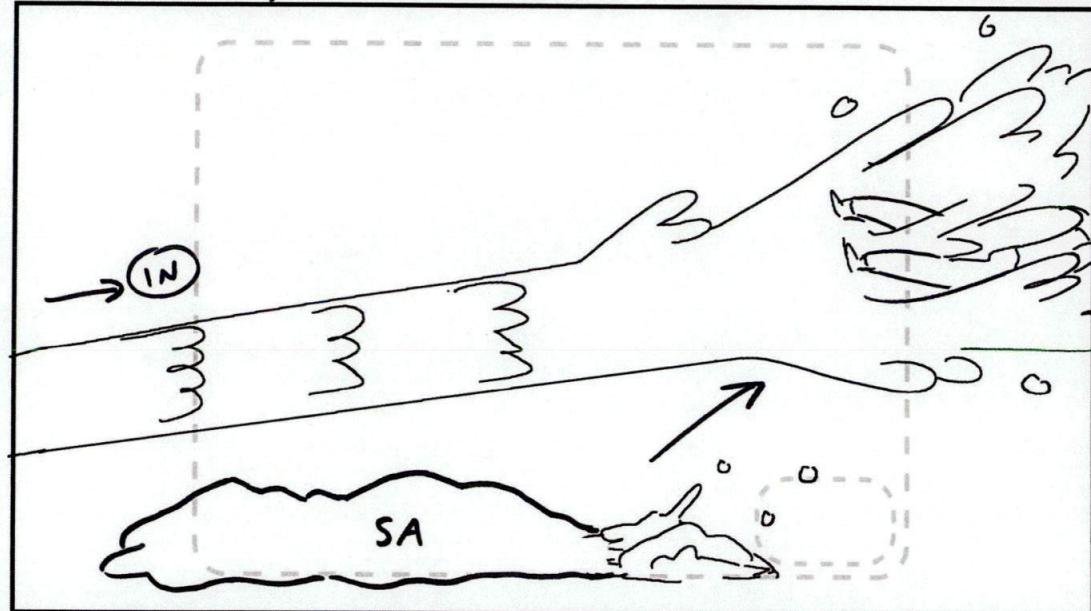
Bg.

day night

Sc. 147 cont Pnl. F

Bg.

day night



Dialog:

SFX:  
+ SPLTTT! \*

Action:

- ANOTHER SLIME BLAST KNOCKS PATIENCE off/s.

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

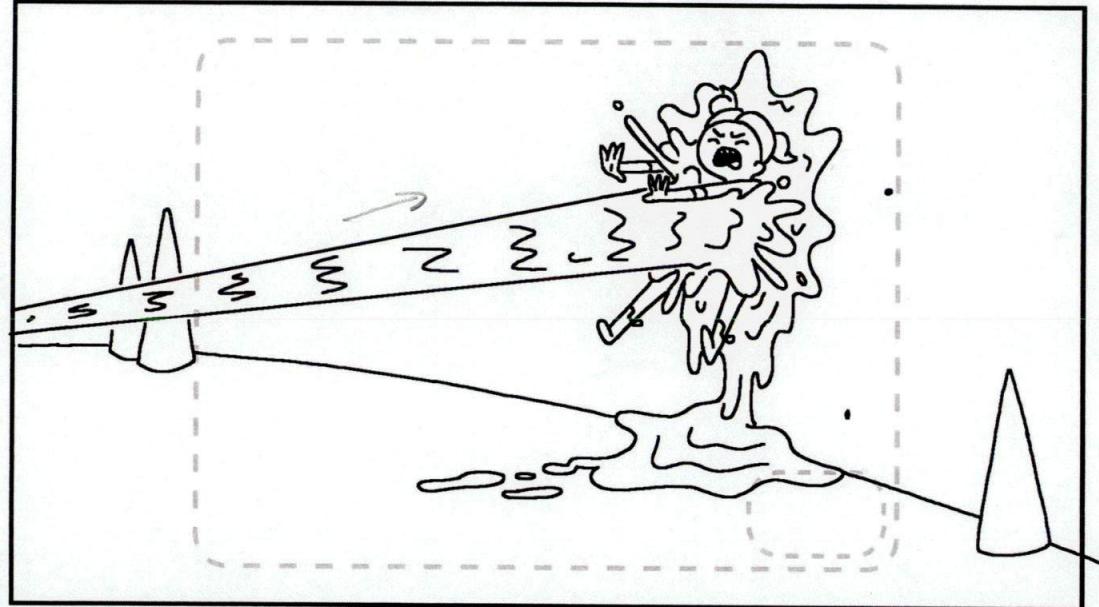
Sc. 148

Pnl. A

Bg.



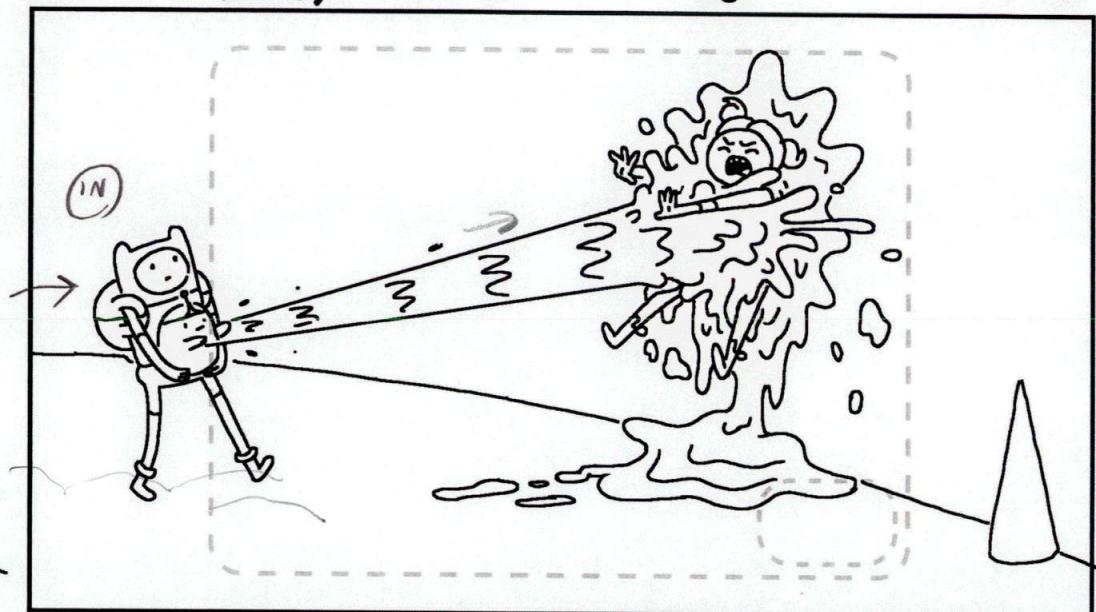
day night



Sc. 148 cont Pnl. B

Bg.

day night



Dialog:

P/ Ahhhhh!

SFX: + SPT SPT SPT! \*

Action:

-PATIENCE IS PLASTERED AGAINST WALL.

- F + SP WALK ON/S

DEC 02 2013

Timing:

Production:

EPISODE # 1034-242

1034/242

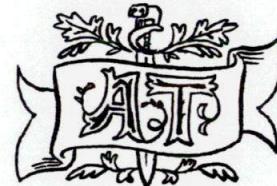
Page 286

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

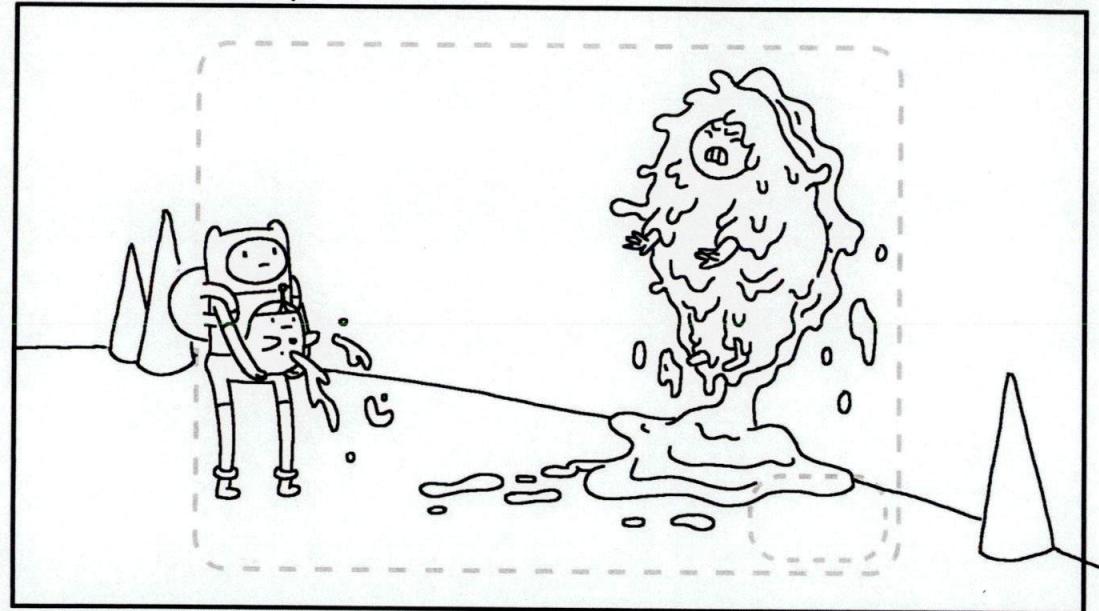
# ADVENTURE TIME



Sc. 148 cont Pnl. C

Bg.

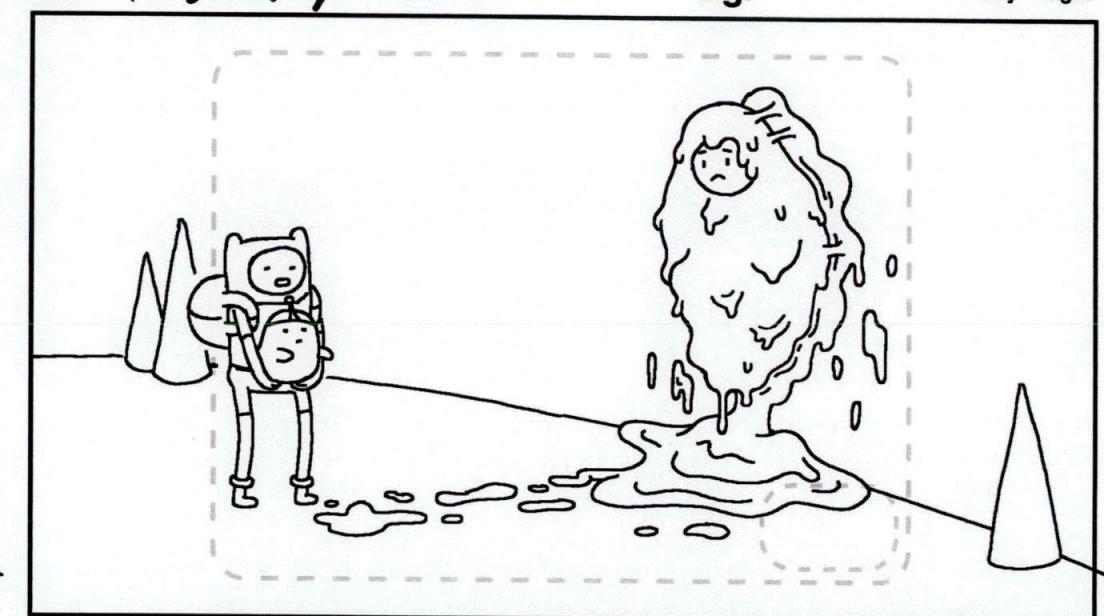
day night



Sc. 148 cont Pnl. D

Bg.

day night



Dialog:

F: GOOD JOB, SP.

Action:

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

Page 287

1034/242

# ADVENTURE TIME



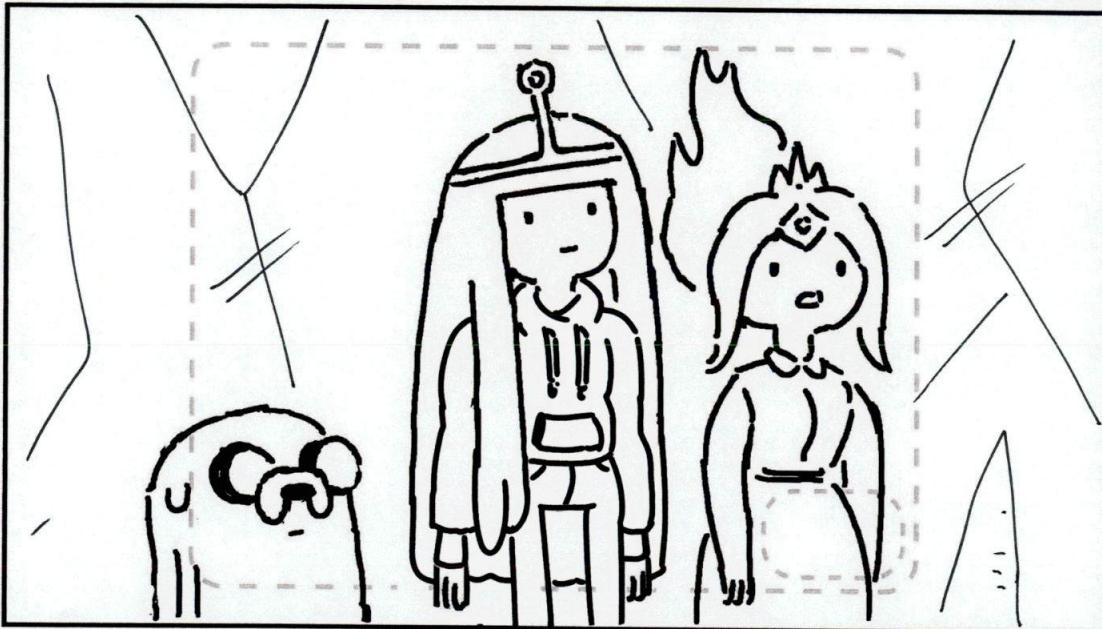
Page 288

Sc. 149

Pnl. A

Bg.

day night

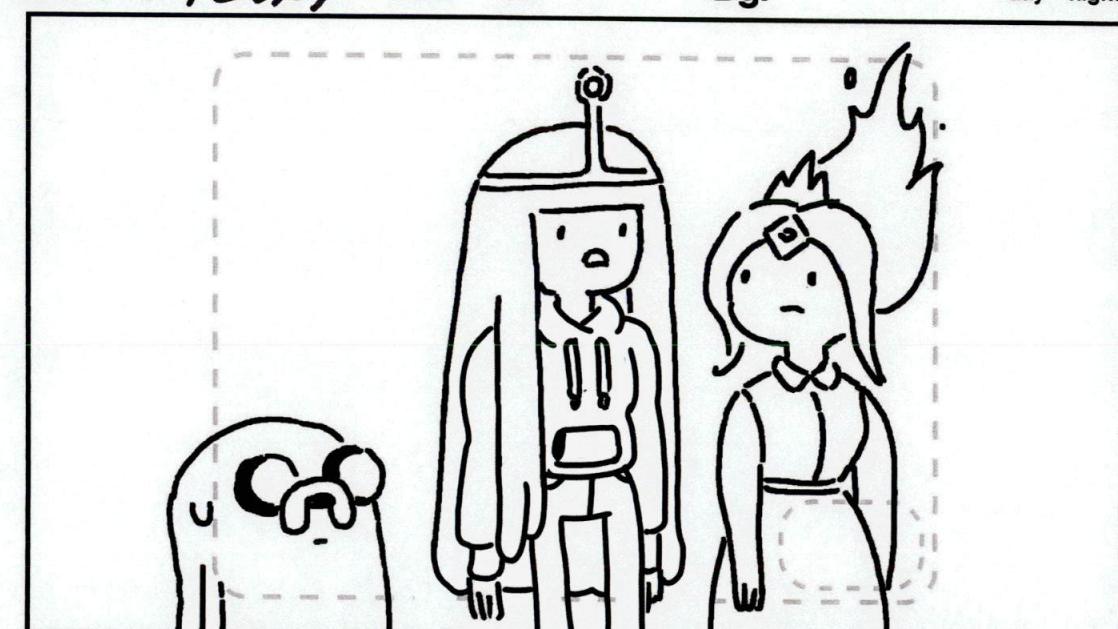


Sc. 149 cont

Pnl. B

Bg.

day night



Dialog:

FP: WOOF

PB: Let's get out of here...

Action:

DEC 02 2015

Timing:

Production:

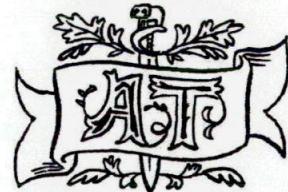
EPISODE # 1034-242

1034 / 242

1034 / 242

1034/242

# ADVENTURE TIME



Page 289

Sc. 149 cont Pnl. C

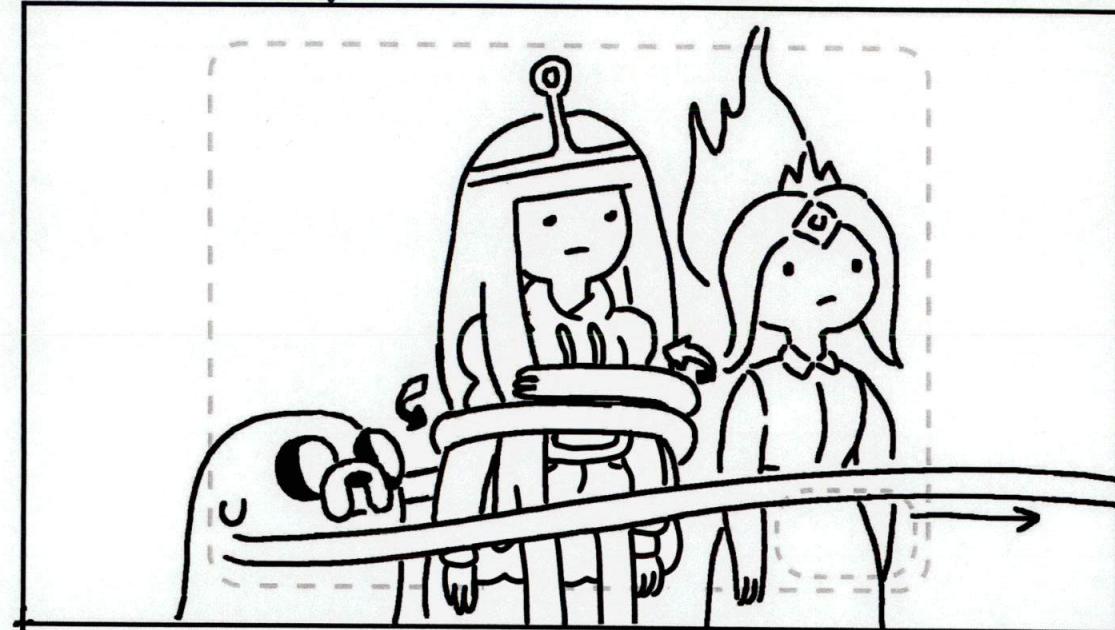
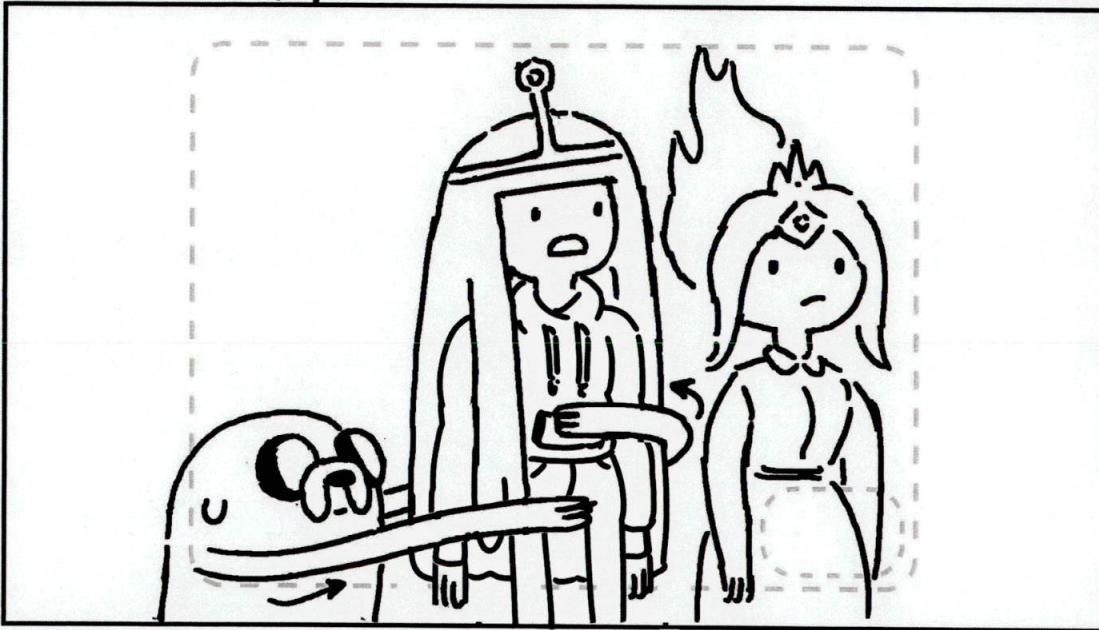
Bg.

day night

Sc. 149 cont Pnl. D

Bg.

day night



Dialog:

PB: She's not going to

PB

Any where for a  
while

Action:

(JAKE STRETCHES)

Timing:

DEC 02 2015

Production:

EPISODE # 1034-242  
1034/242

1034/242

# ADVENTURE TIME



©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

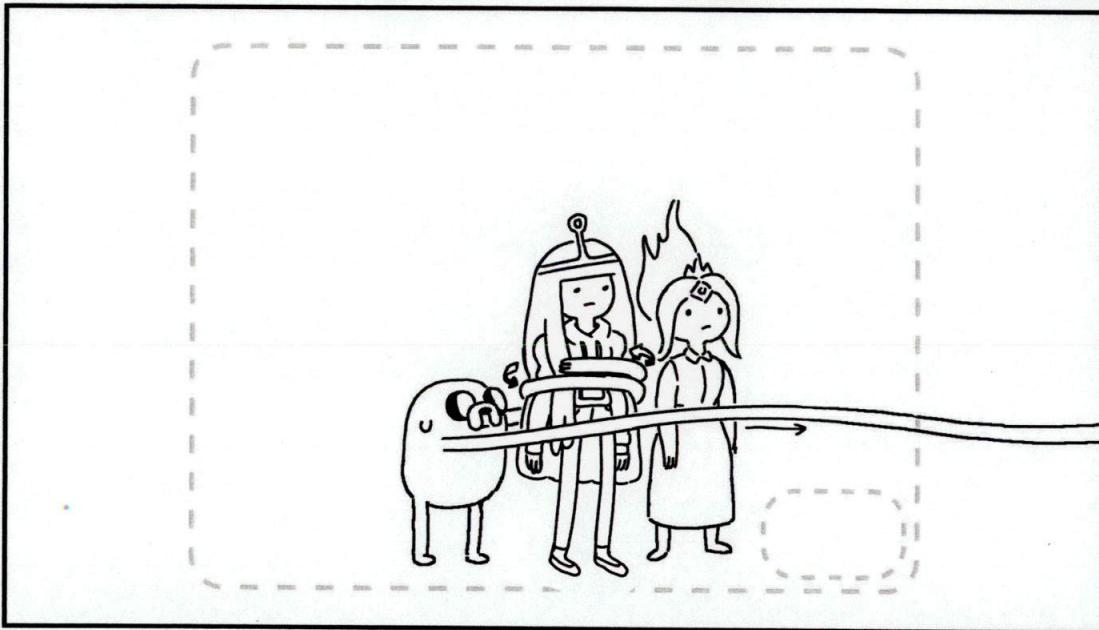
Sc. 150

Pnl. A

Bg.

day night

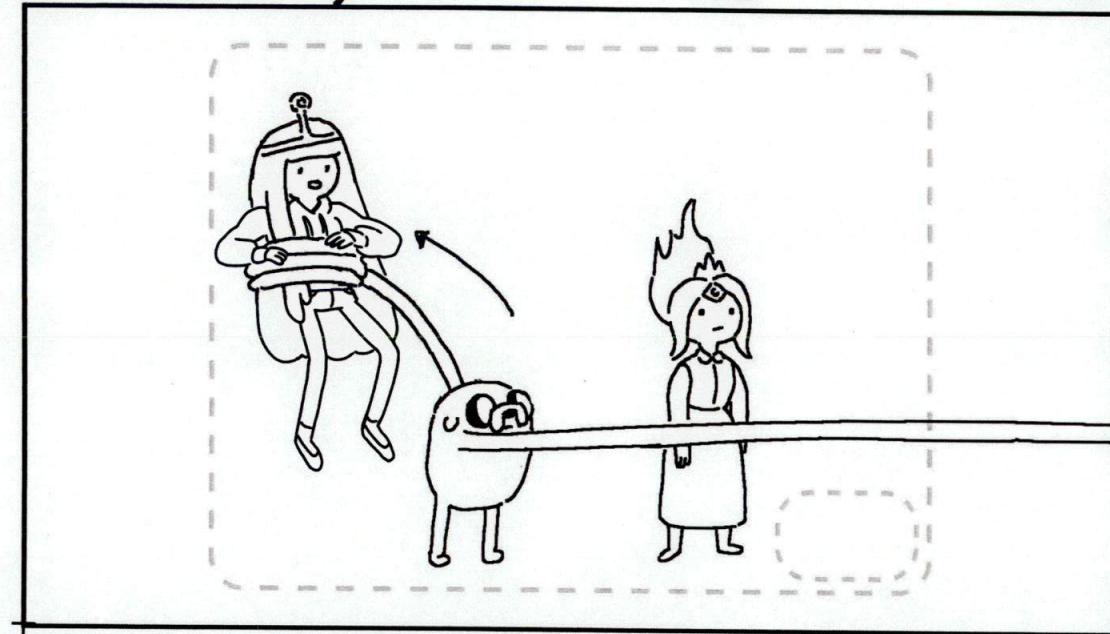
Page 290



Sc. 150 cont Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

Production:

EPISODE # 1034/242 1034-242

1034/242

# ADVENTURE TIME



Page 291

Sc. 150 cont Pnl. C

Bg.

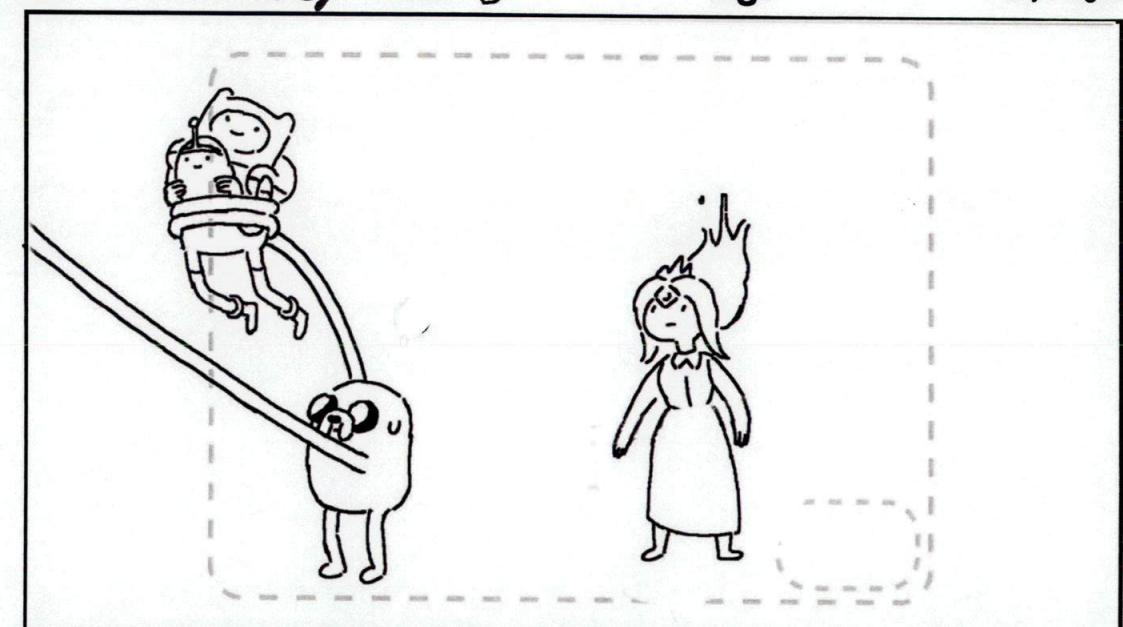
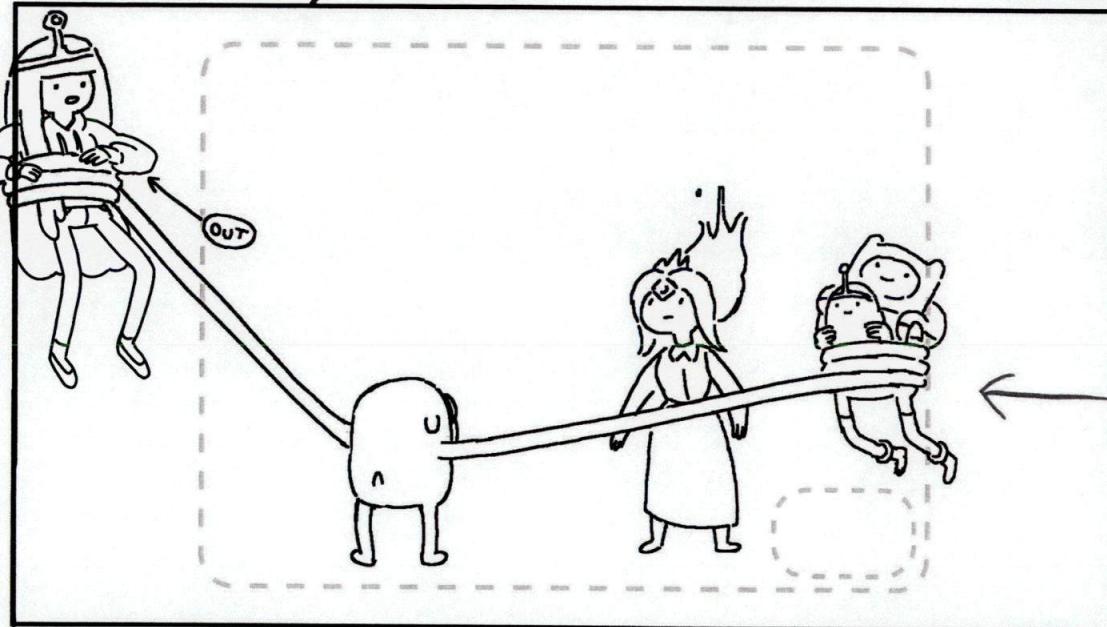
day night

Sc. 150 cont Pnl. D

Bg.

day night

1034/242

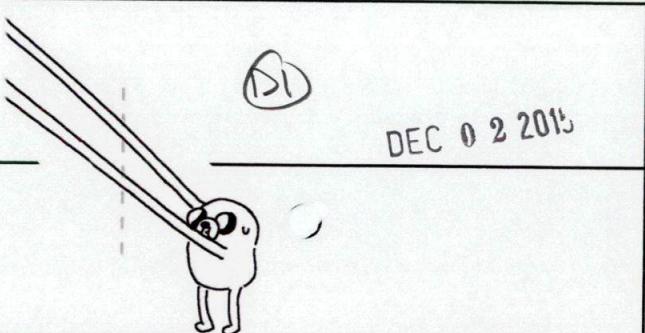


Dialog:

Action:

- J. PULLS F + SP ON/S.

Timing:



Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 150 cont Pnl. E

Bg.



day night

Sc. 150 cont

Pnl. F

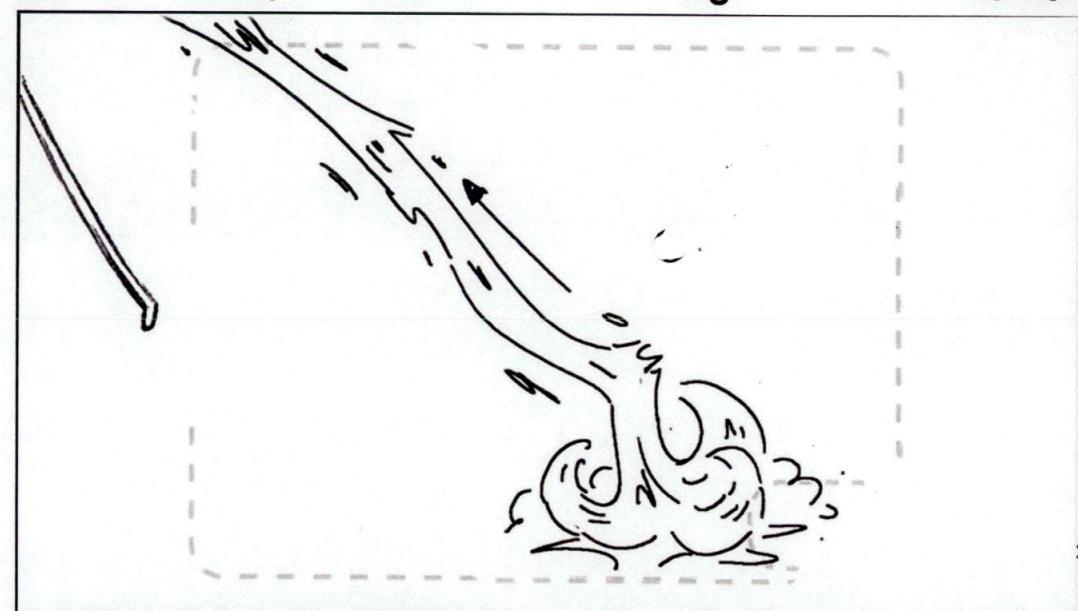
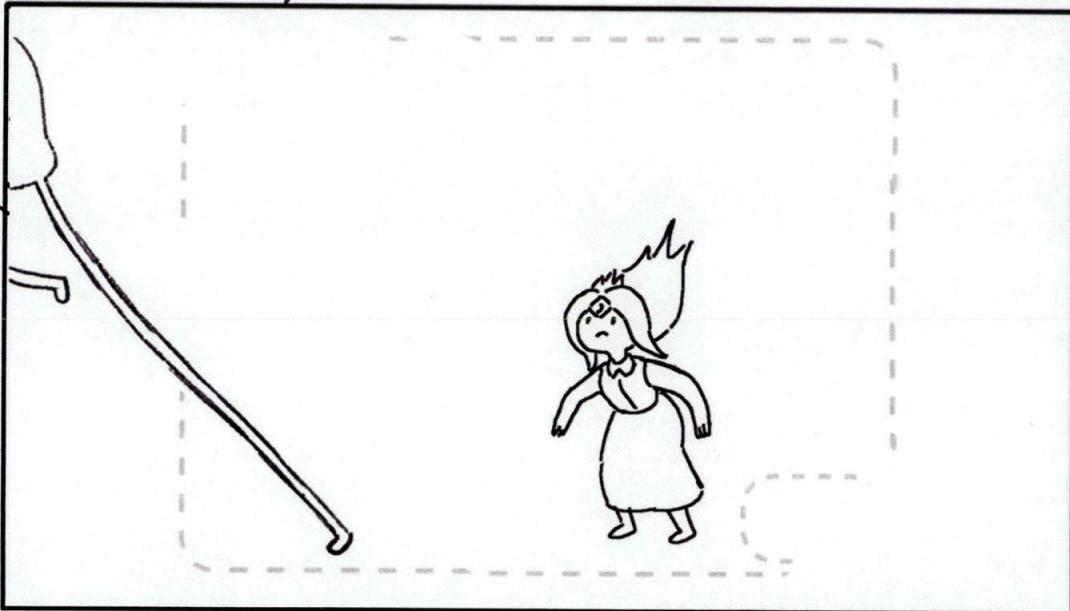
Bg.

Page

291

292 A NEXT

day night

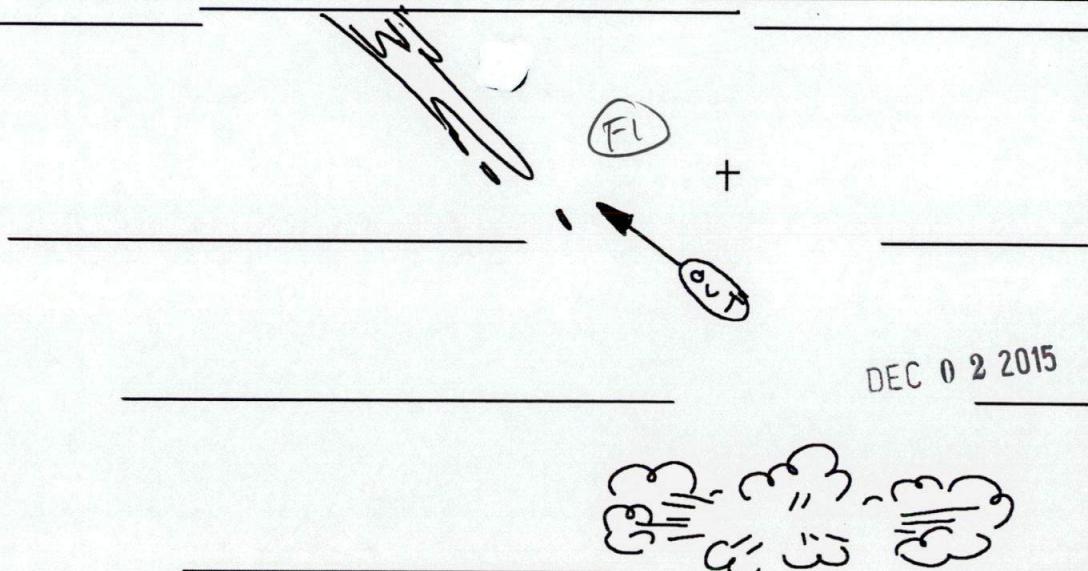


Dialog:

Action:

- FP TURNS INTO  
FIREBOLT AND ZOOMS OFF/S.

Timing:



EPISODE # 1034-242

Production:

1034/242

1034/242

# ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

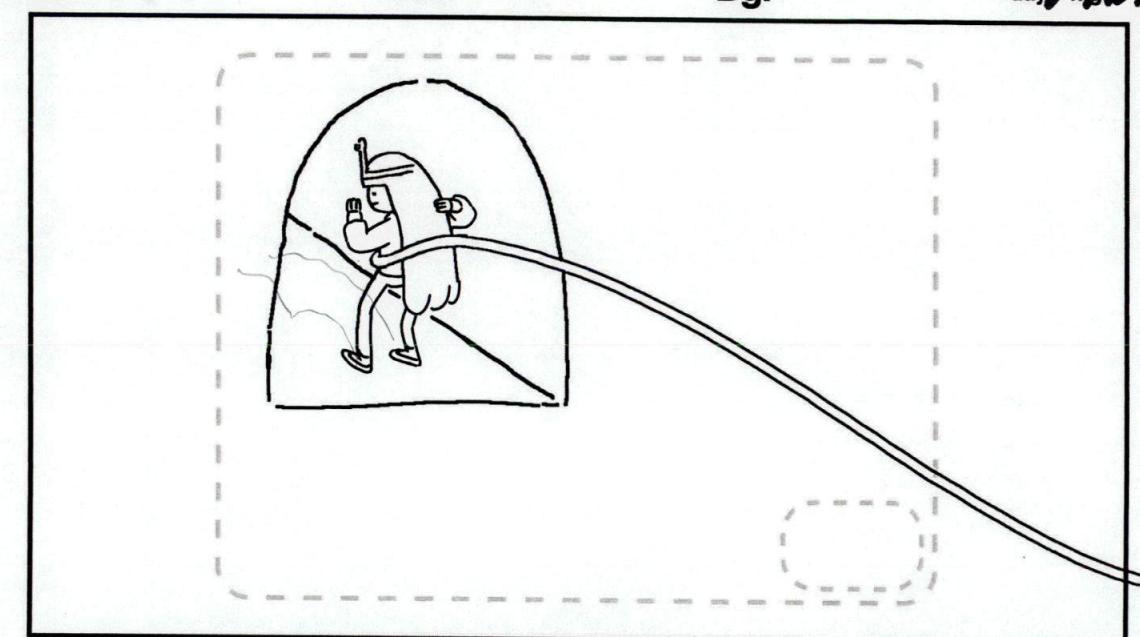
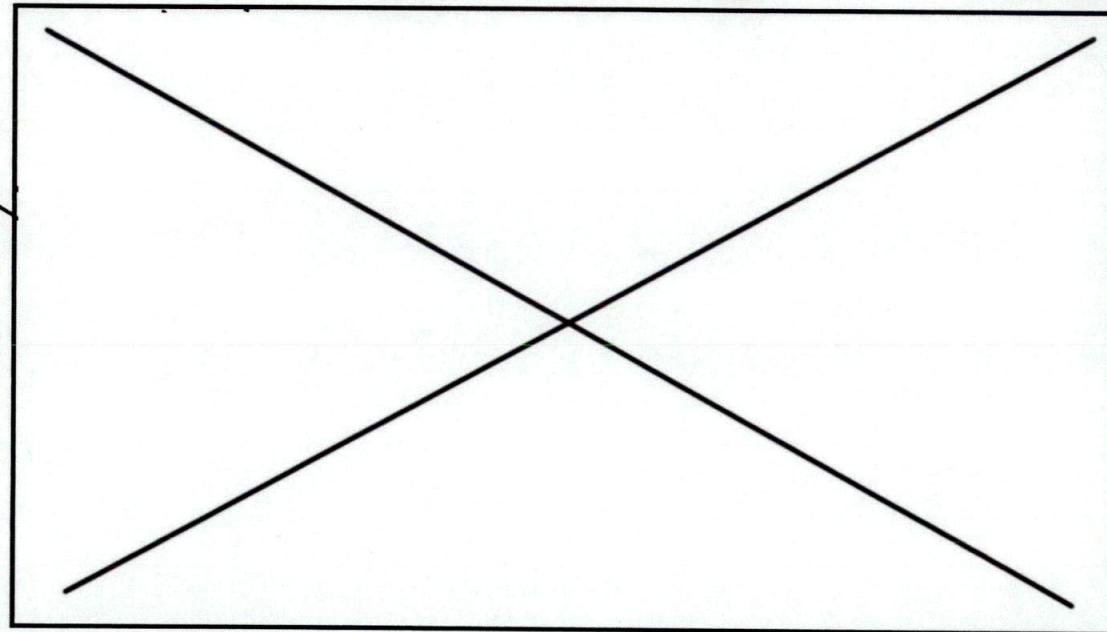
Sc. 151

Pnl. A

Bg.

Page 292A  
day night  
293 NEXT

10341242

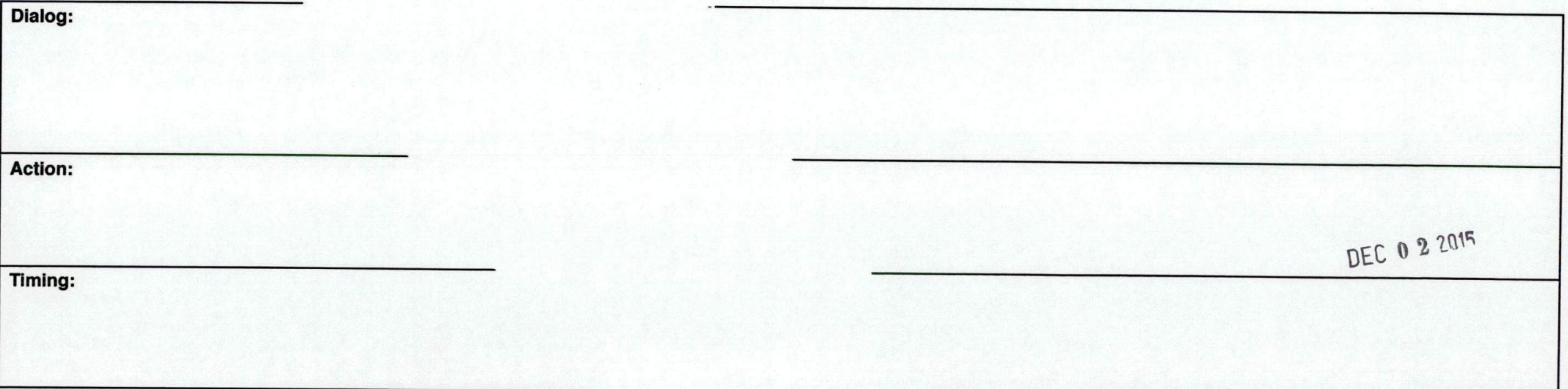


Dialog:

Action:

Timing:

DEC 02 2015



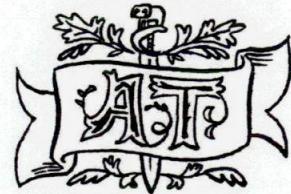
Production:

EPISODE # 1034-242

1034 / 242

1034 / 242

# ADVENTURE TIME



Page 293

Sc. 151 cont Pnl. B

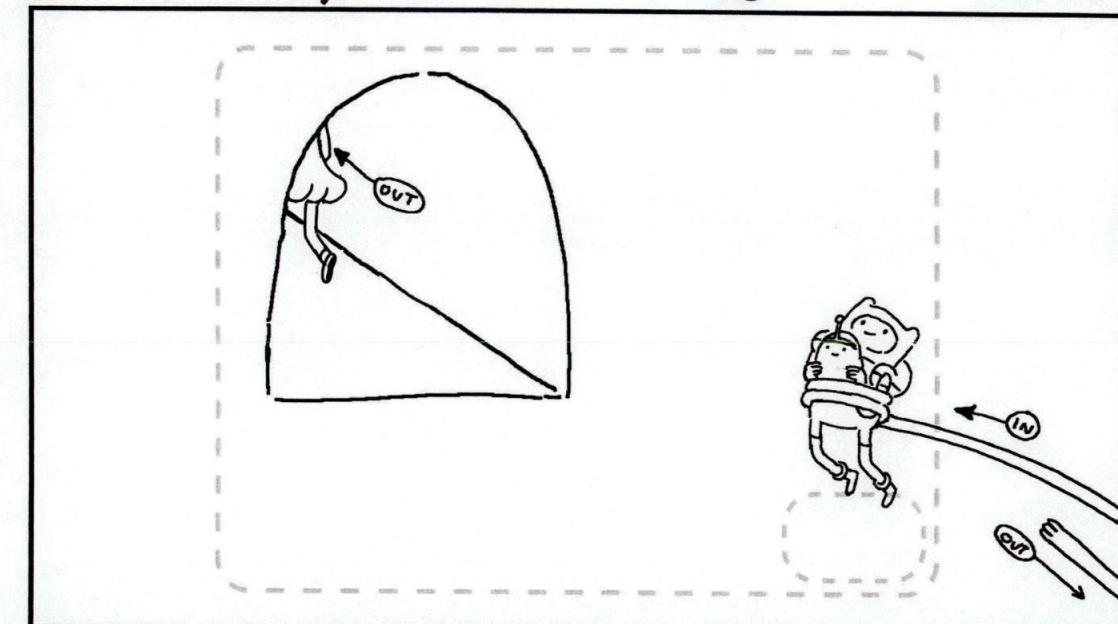
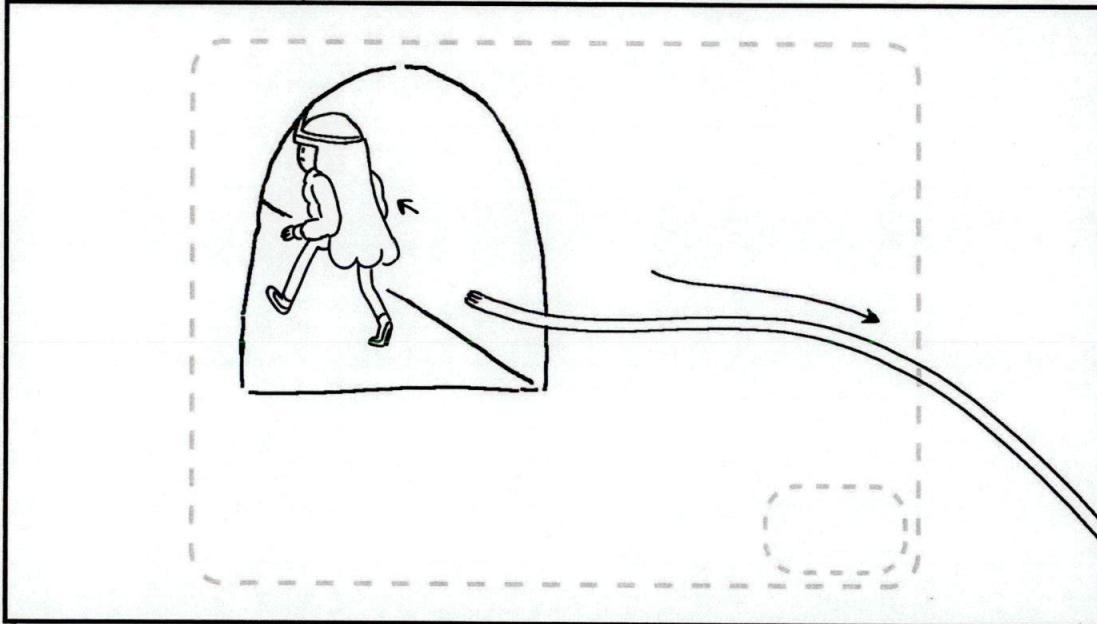
Bg.

day night

Sc. 151 cont Pnl. C

Bg.

day night



Dialog:

Action:

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 151 cont Pnl. D

Bg.



day night

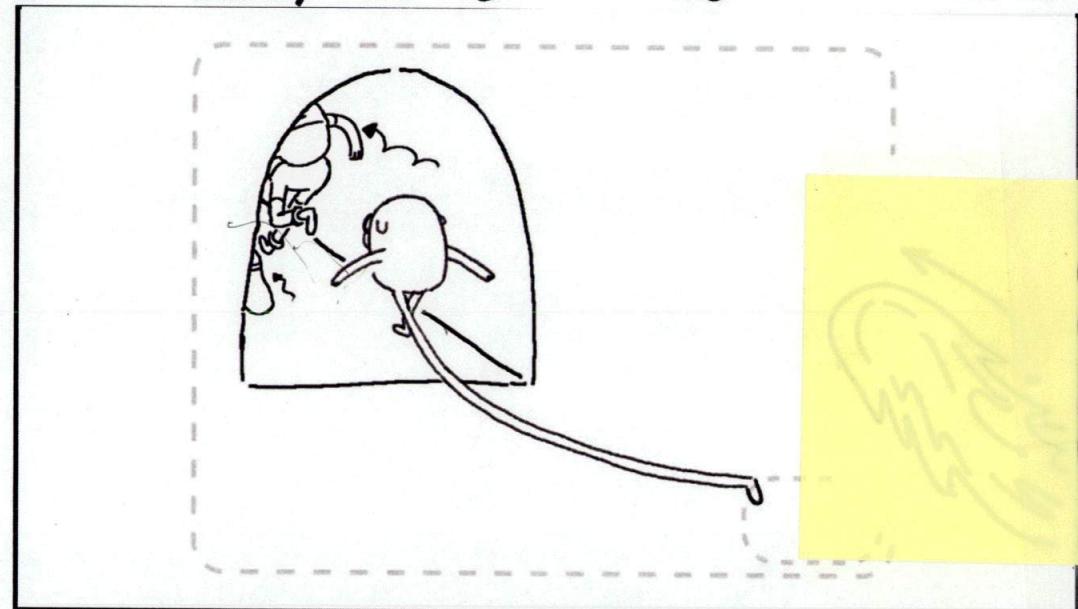
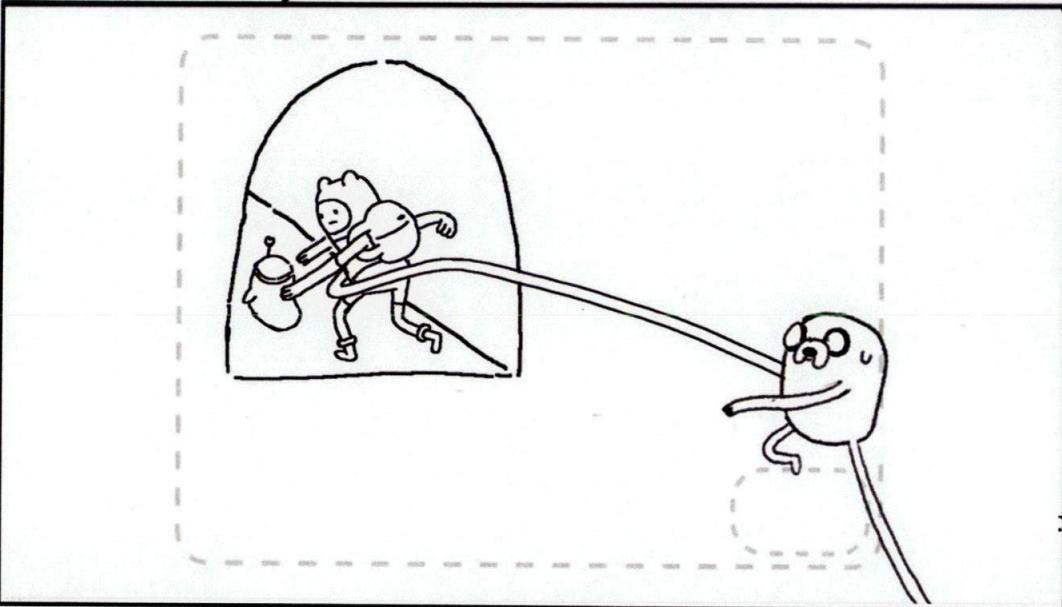
Sc. 151 cont Pnl. E

Bg.

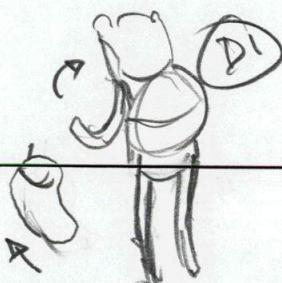
Page

294

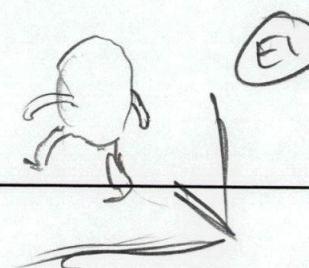
day night



Dialog:



Action:



DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 151 cont Pnl. F

Bg.

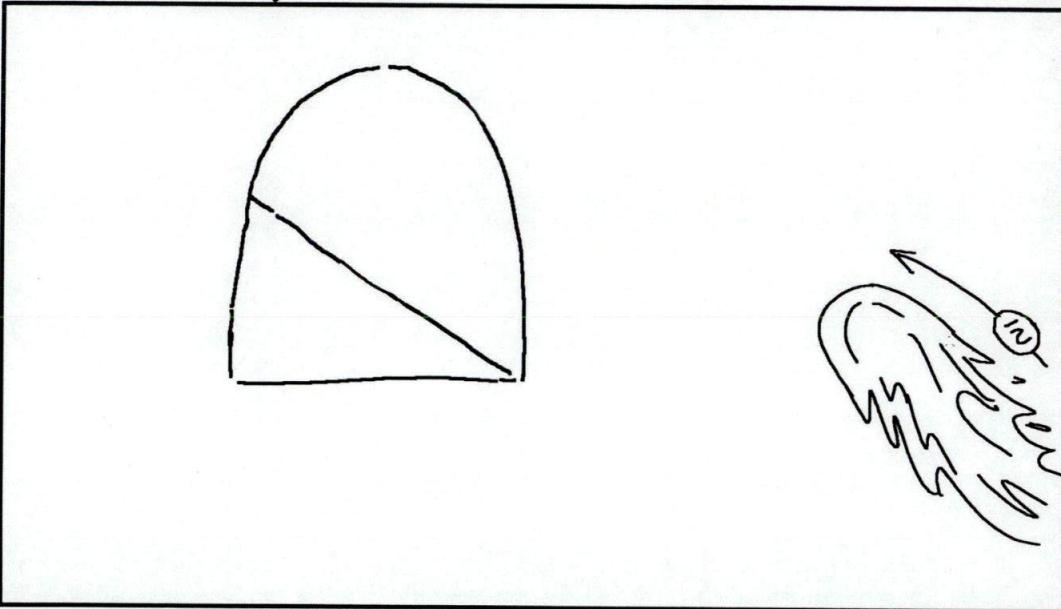


day night

Page

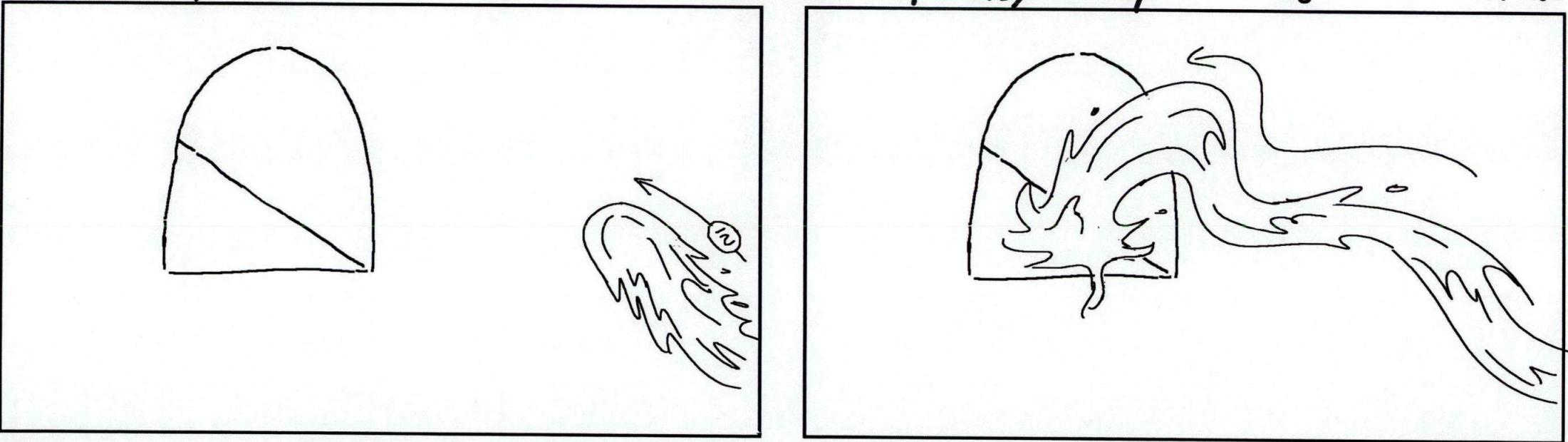
295

day night



Sc. 151 cont Pnl. G

Bg.



Dialog:

Action:

Timing:

DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 151 cont Pnl. H

Bg.



day night

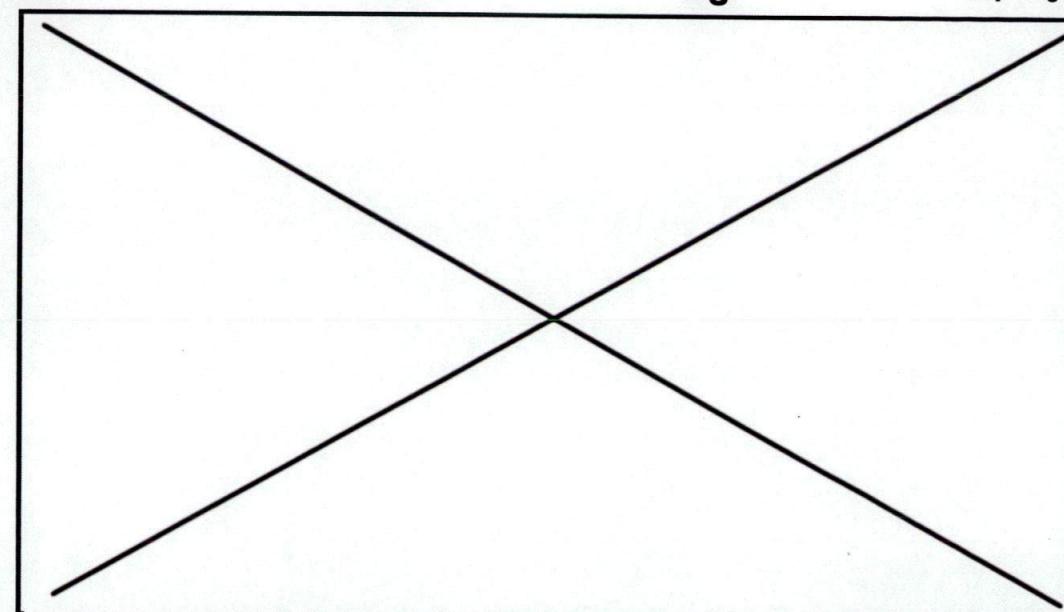
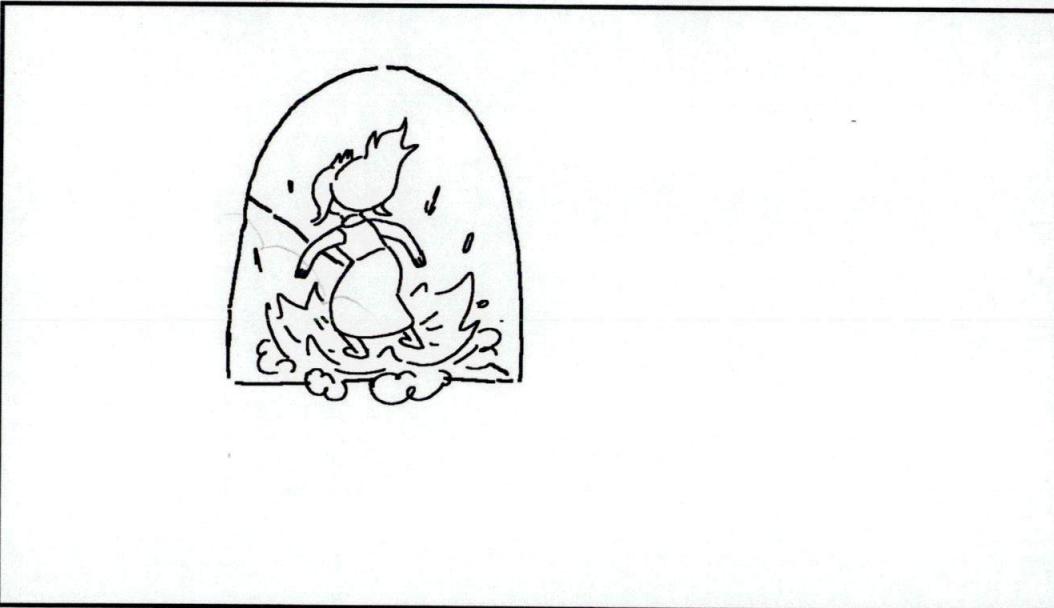
Sc.

Page 296

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

DEC 02 2015

Production:

EPISODE # 1034-242

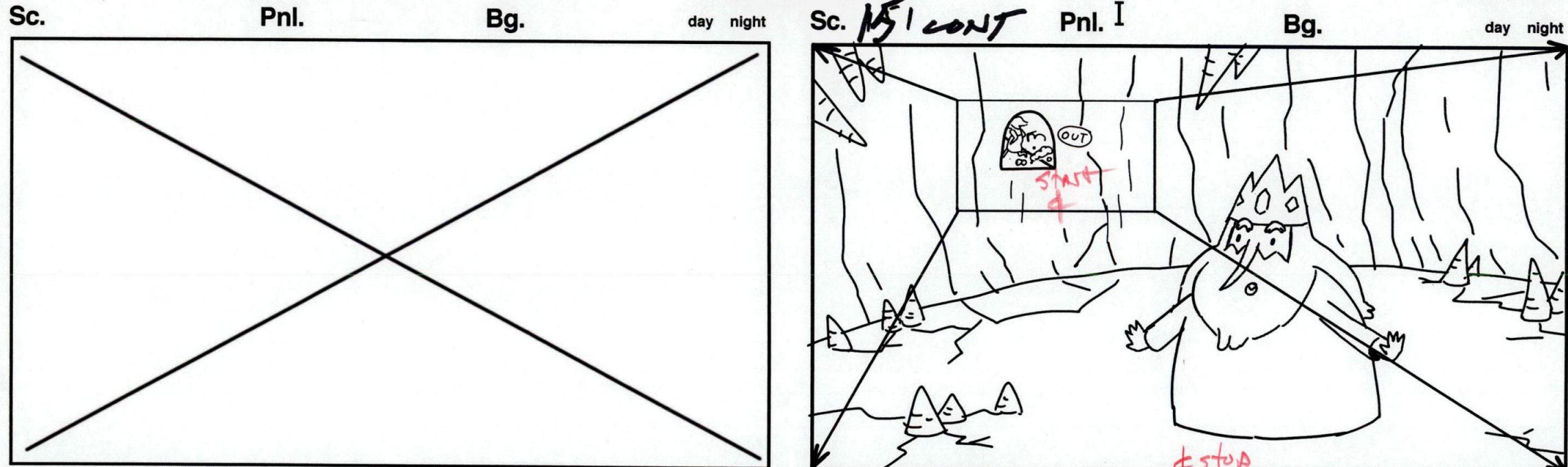
1034/242

1034/242

# ADVENTURE TIME



Page 297



Dialog:

Action:

-TRUCK OUT TO INCLUDE IK.

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

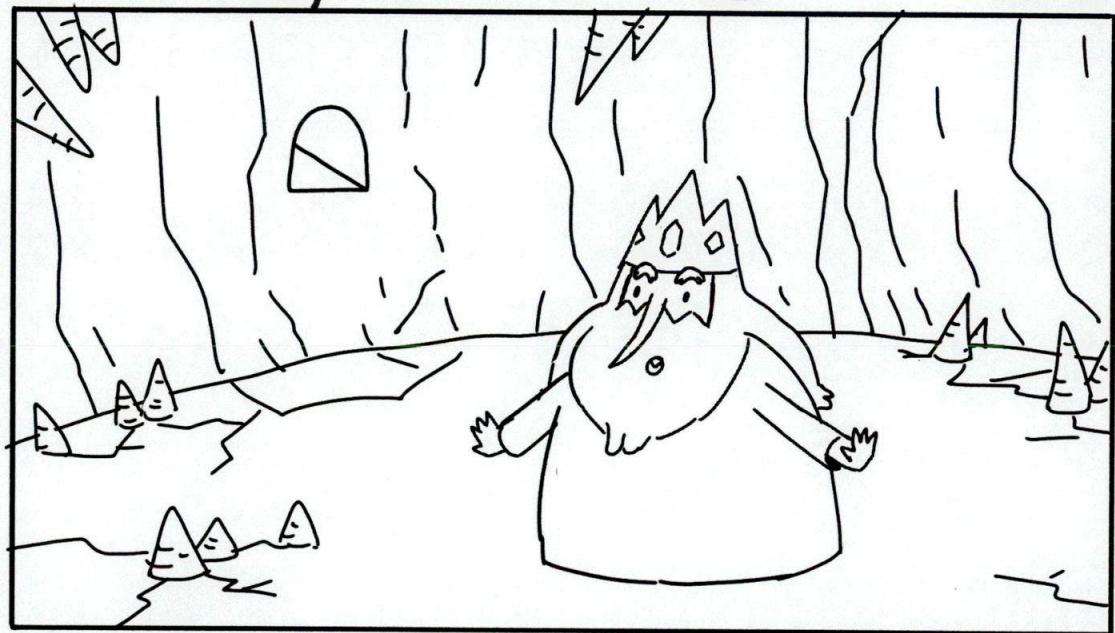


Page 298

Sc. 151 cont Pnl. J.

Bg.

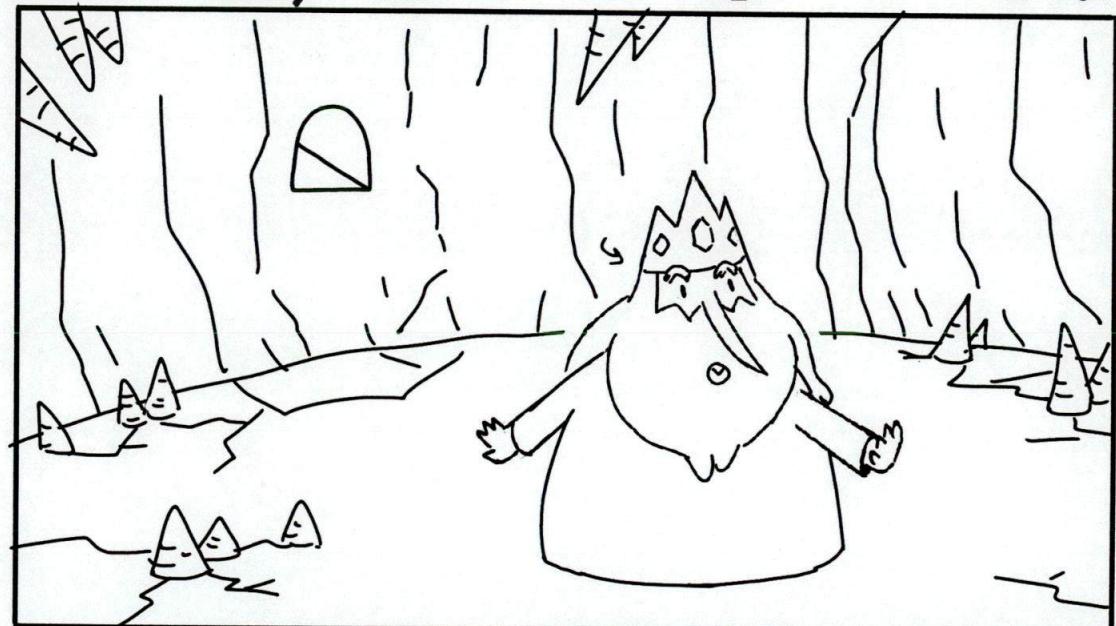
day night



Sc. 151 cont Pnl. K

Bg.

day night



1034/242

Dialog:



Action:

- IK LOOKS BACK AND FORTH. X 8

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME

Sc. 152

Pnl. A

Bg.



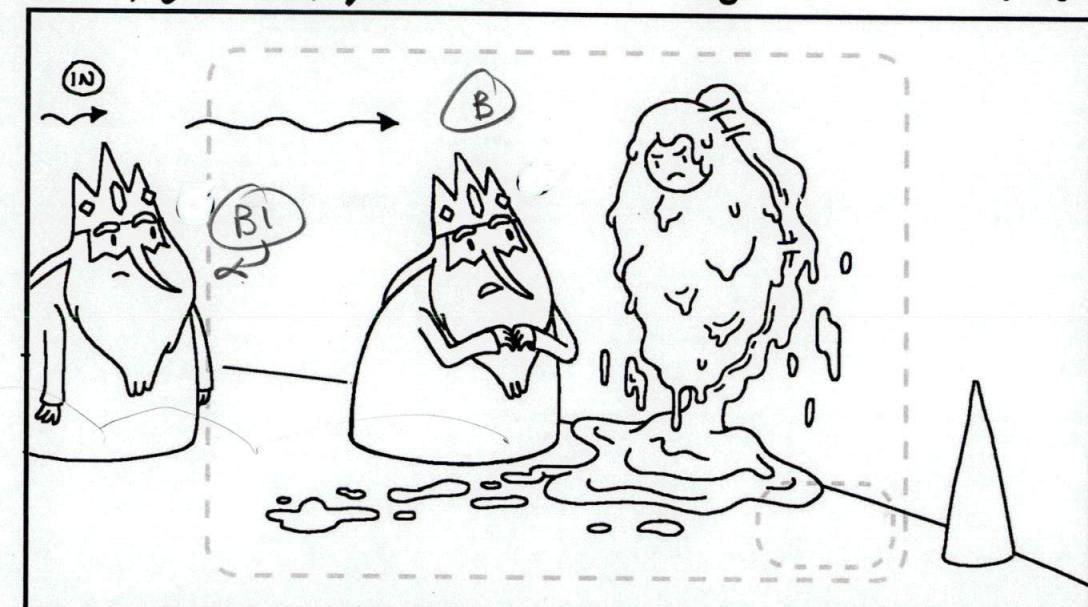
day night



Sc. 152 ~~cont~~ Pnl. B

Bg.

day night



1034/242

Page 299

EPISODE # 1034-242

1034/242

Dialog:

LK: Hey I've been there,  
sister.

Action:

- LK WALKS UP TO PATIENCE.  
DEC 02 2015

Timing:

Production:

1034/242

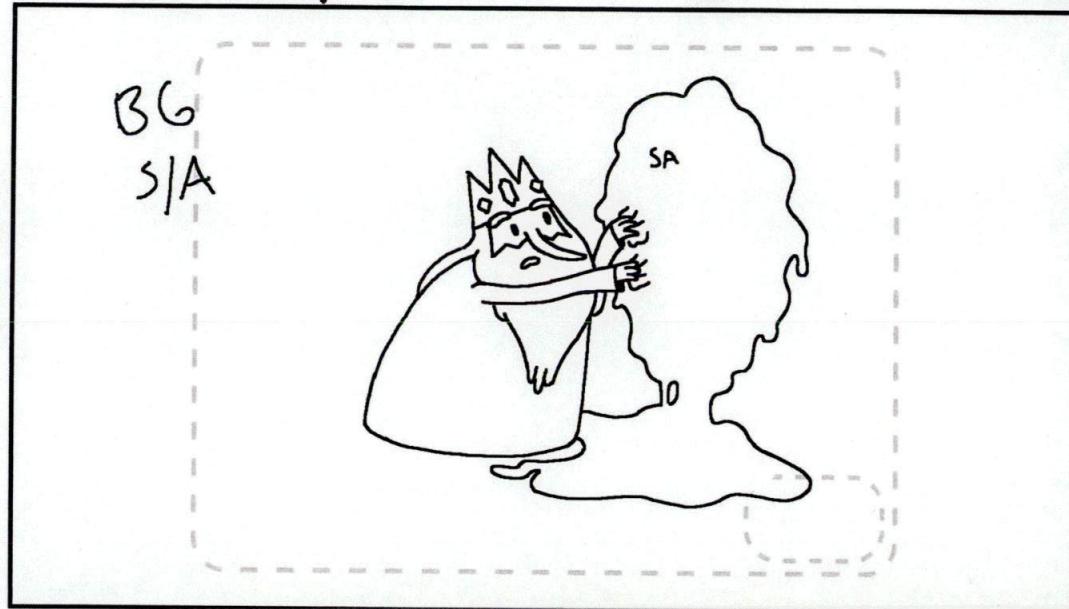
1034/242

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 152 cont Pnl. C

Bg.



day night

Sc. 153

Pnl. A

Bg.

Page 300

day night



Dialog:

Action:

Timing:



IK: THESE PRINCESSES,  
WHATTA GONNA DO?

-IK SHRUGS

DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



day night

Sc. 153 cont Pnl. B

Bg.



Sc. 153 cont Pnl. C

Bg.

Page 301

day night



Dialog:

P: what are you doing.

Action:

- IK SCOOPS  
SLIME INTO  
MOUTH.



Timing:

DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

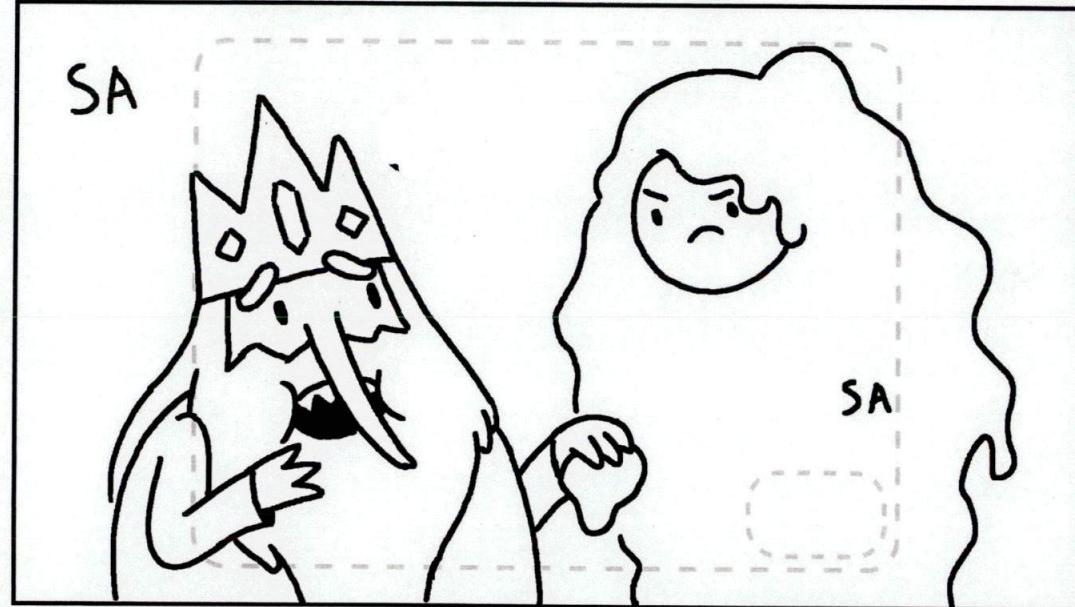
# ADVENTURE TIME



day night

Sc. 153 cont Pnl. D

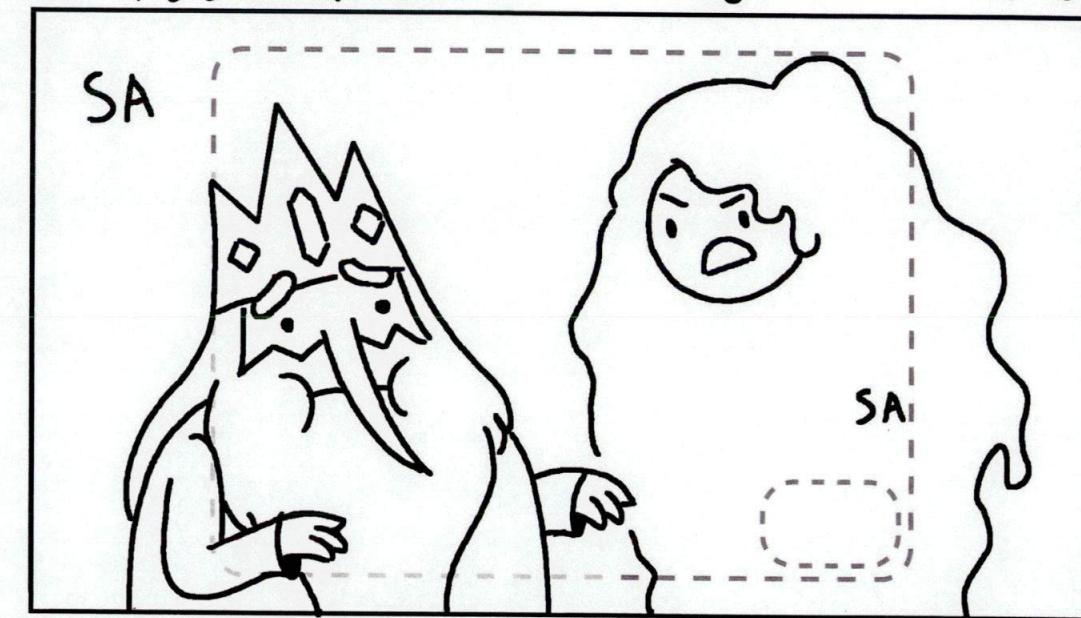
Bg.



Sc. 153 cont Pnl. E

Bg.

day night



Page 302

1034-242

EPISODE #

1034/242

1034/242

Dialog:

LK: Helping?

Action:

Timing:



P: Just scrape it onto  
the ground!

DEC 02 2015

Production:

1034/242

# ADVENTURE TIME

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

Sc. 153 cont Pnl. F

Bg.



day night

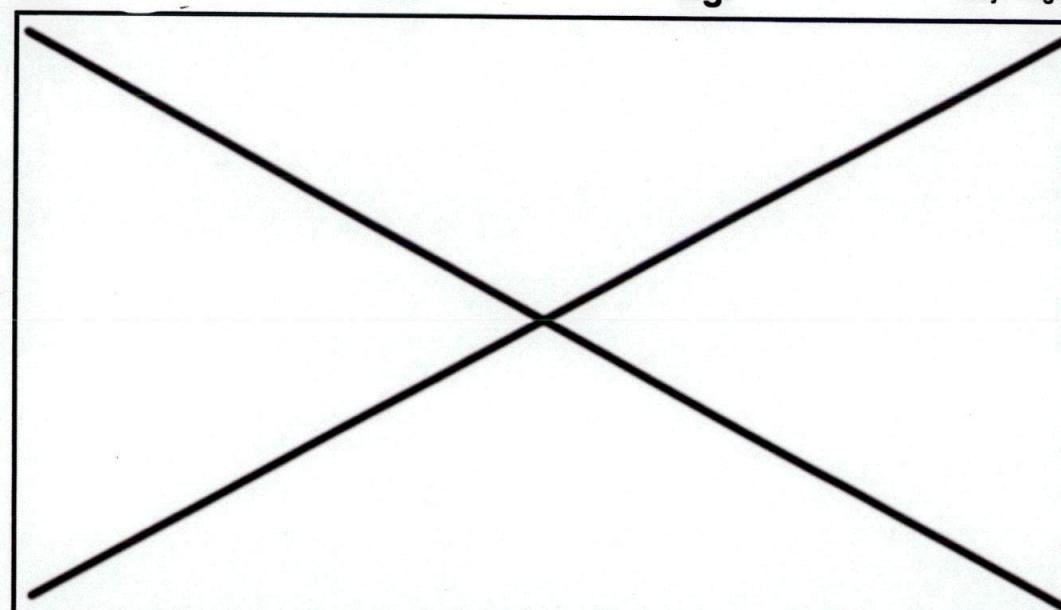
Sc.

Page 303

Pnl.

Bg.

day night



Dialog:

IK : OH. SORRY!

Action:

Timing:

CYCLE (EX FL)  
1 2 3 4 5



DEC 02 2015

Production:

EPISODE # 1034-242

1034/242

1034/242

# ADVENTURE TIME



Sc. 154

Pnl. A

Bg.

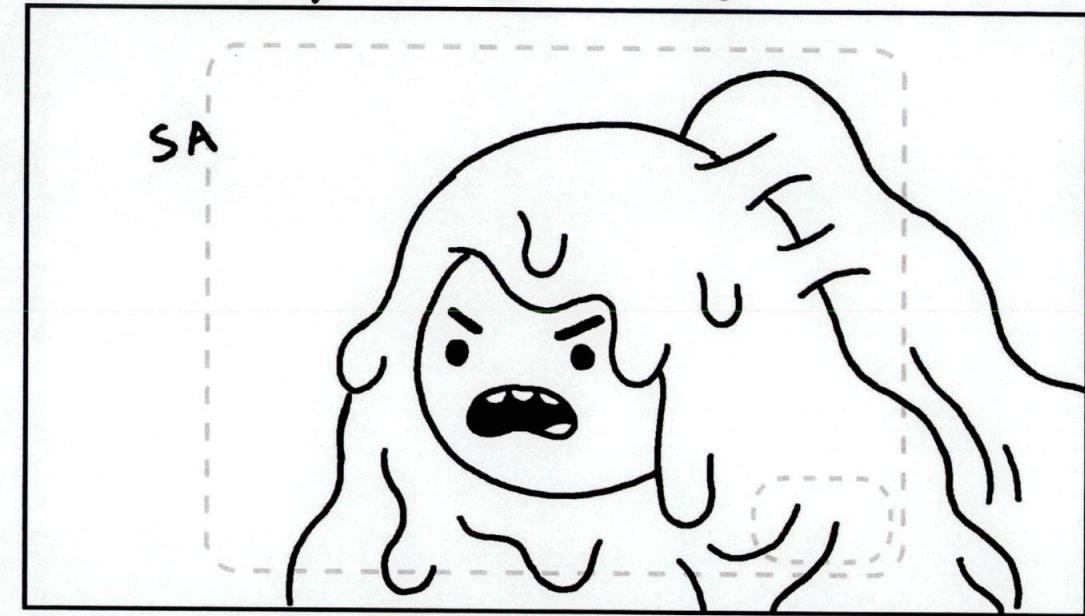
day night



Sc. 154 CONT Pnl. B

Bg.

day night



Page 304

1034-242

EPISODE #

1034/242

1034/242

Dialog:

Action:

Timing:

DEC 02 2015

Production:

1034/242

# ADVENTURE TIME



Sc. 154 cont Pnl. C

Bg.

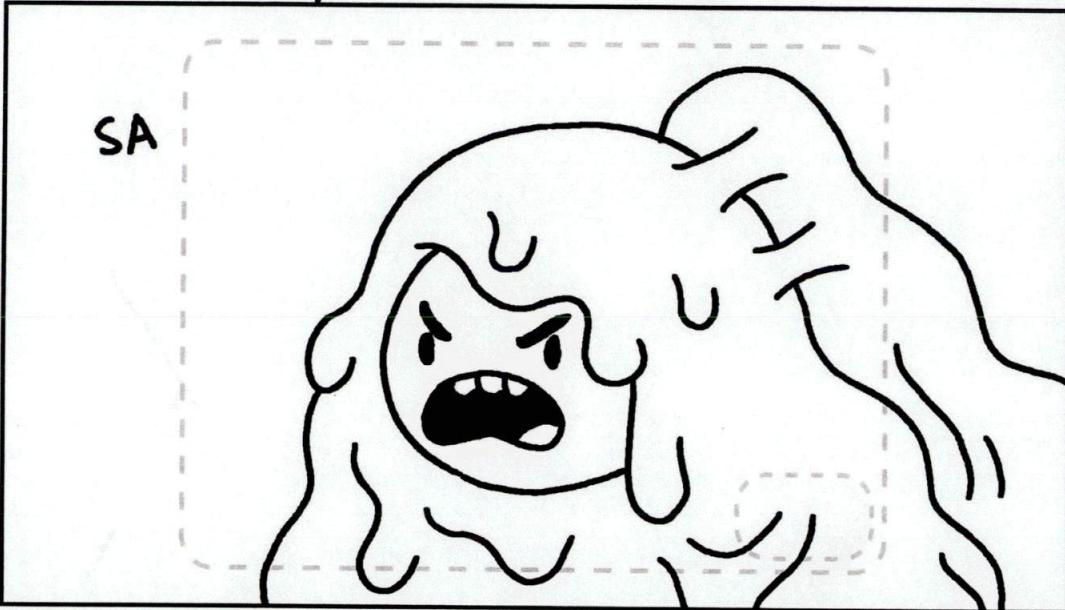
day night

Sc. 154 cont Pnl. D

Bg.

Page 305

day night



IU 34/242

Dialog:

P: I Freeze myself for  
the future, out of the  
GOODNESS of my heart...

P: and they like, shoot slime  
at me?

Action:

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034/242

1034/242

1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

Sc. 154<sub>cont</sub> Pnl. E

Bg.



day night

Sc. 154<sub>cont</sub> Pnl. F

Bg.

Page 306

day night



Dialog:

P: WHATEVER. I DON'T  
NEED THEIR APPROVAL -

Action:

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242

1034/242

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



Page 307

Sc. 155

Pnl.

A

Bg.

day night

Sc. 155 cont

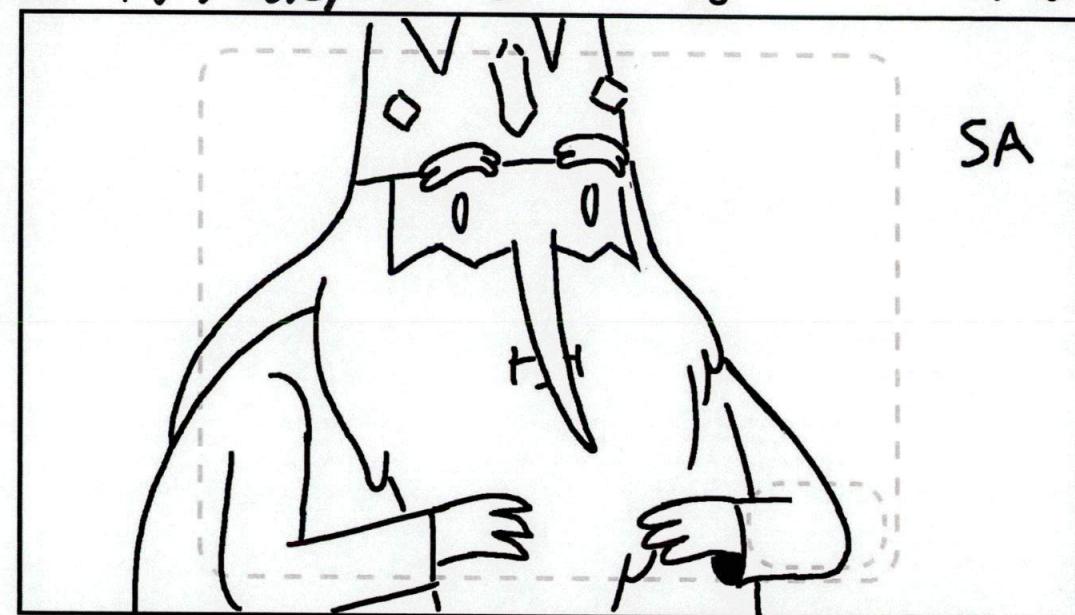
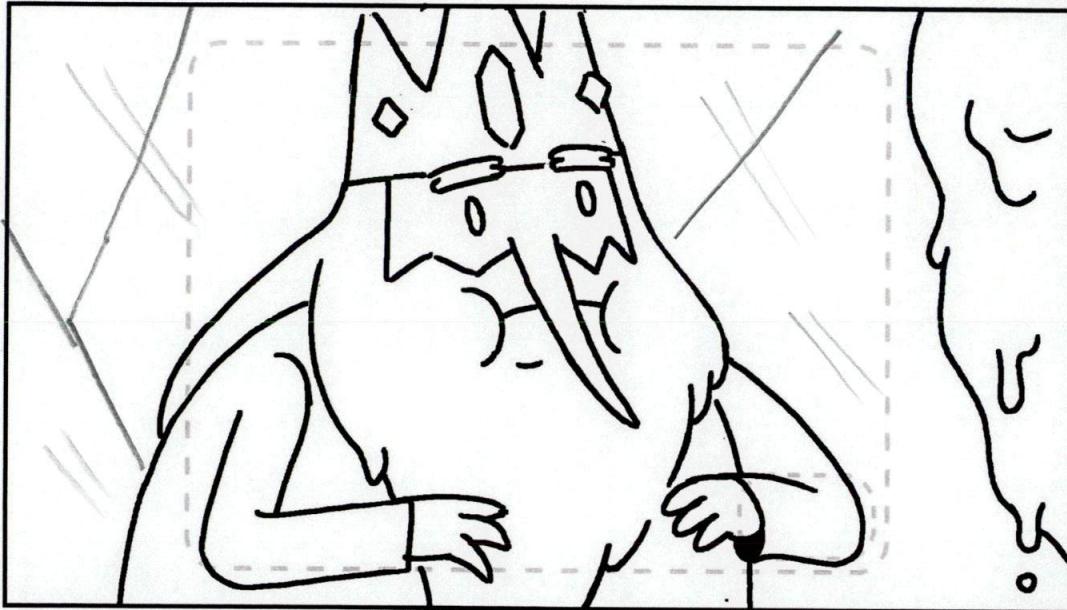
Pnl.

B

Bg.

day night

SA



Dialog:

P: <sup>(0/5)</sup>

... JUST THEIR POWERS ...

P: <sup>(0/5)</sup>

GONNA STAR SOME  
CRAZY BIZ, MAN ...

Action:

DEC 02 2015

Timing:

Production:

EPISODE # 1034-242

1034/242

1034/242

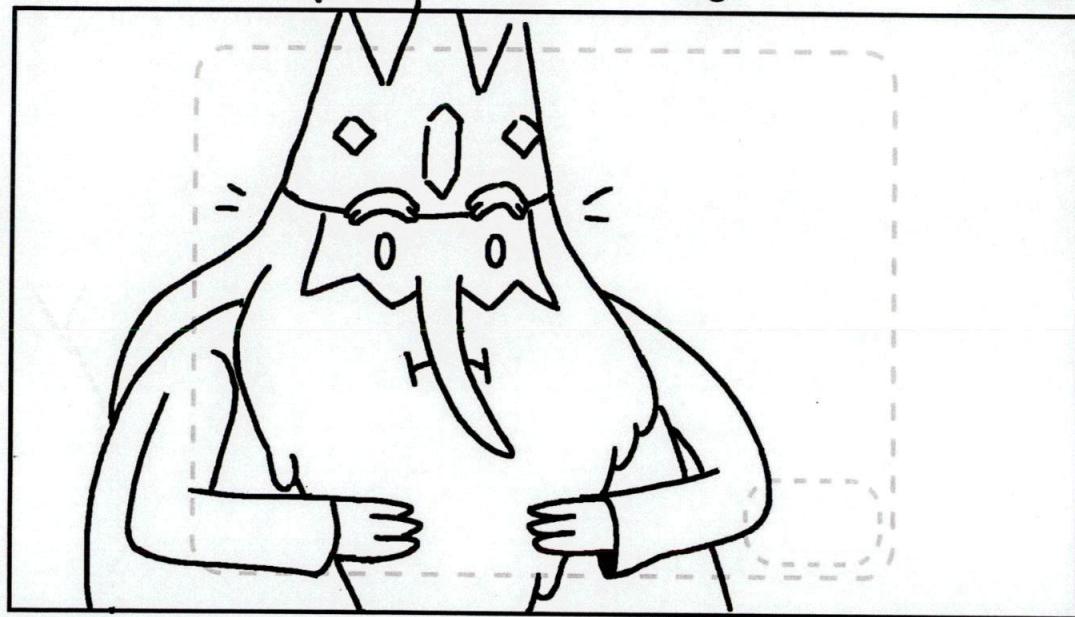
1034/242

©2011 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

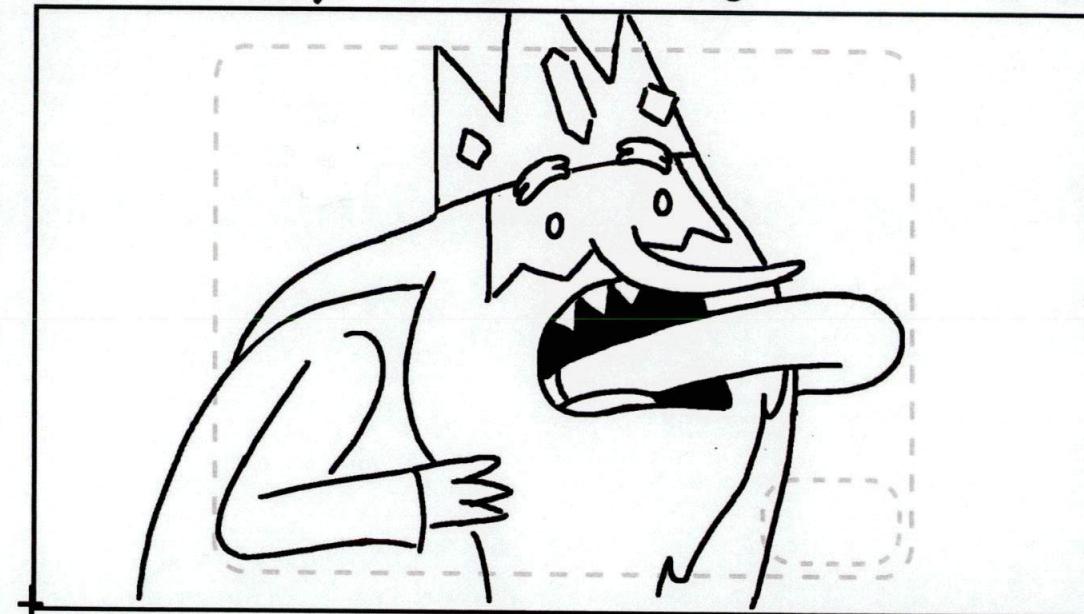


Sc. 155 cont Pnl. C Bg.



day night

Sc. 155 cont Pnl. D Bg.



Page 308

day night

EPISODE # 1034-242

1034/242

Dialog:

(P)

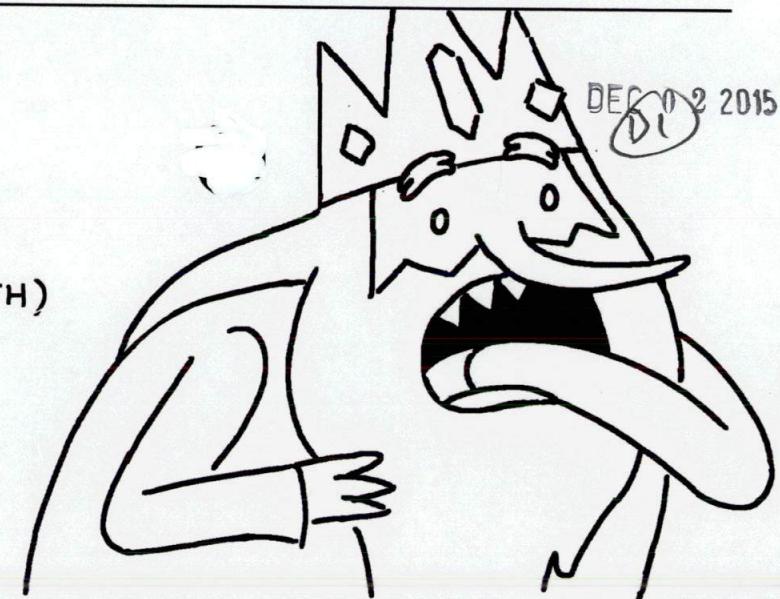
(0/5)  
JUST WATCH . . .

Action:

(I.K. REACHES IN HIS MOUTH)

Timing:

CYCLE  
(D/10)



Production:

1034/242

1034/242

©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

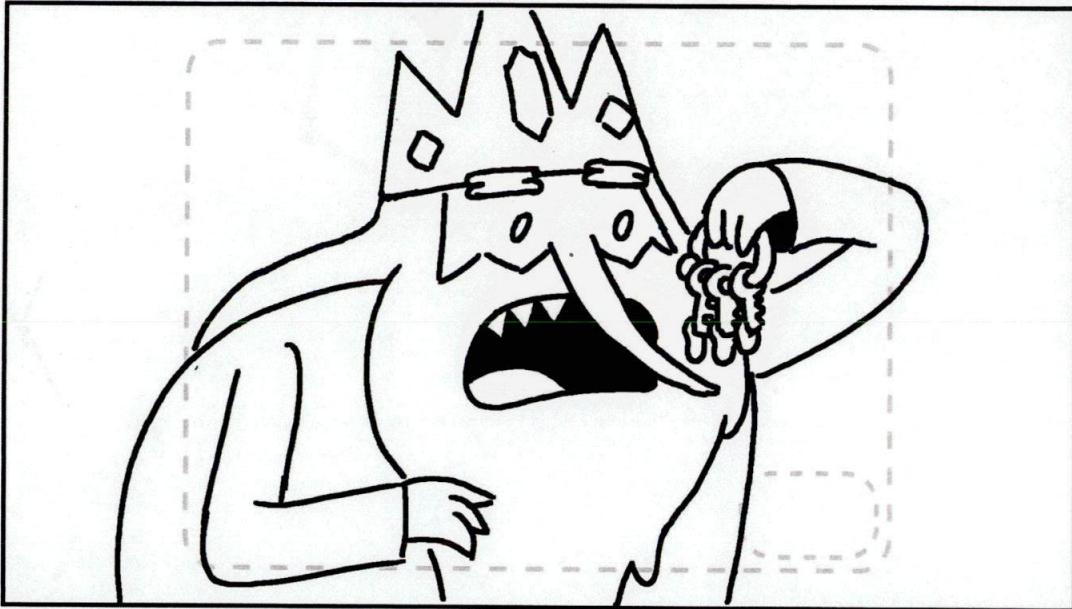
# ADVENTURE TIME



day night

Sc. 155 cont Pnl. E

Bg.



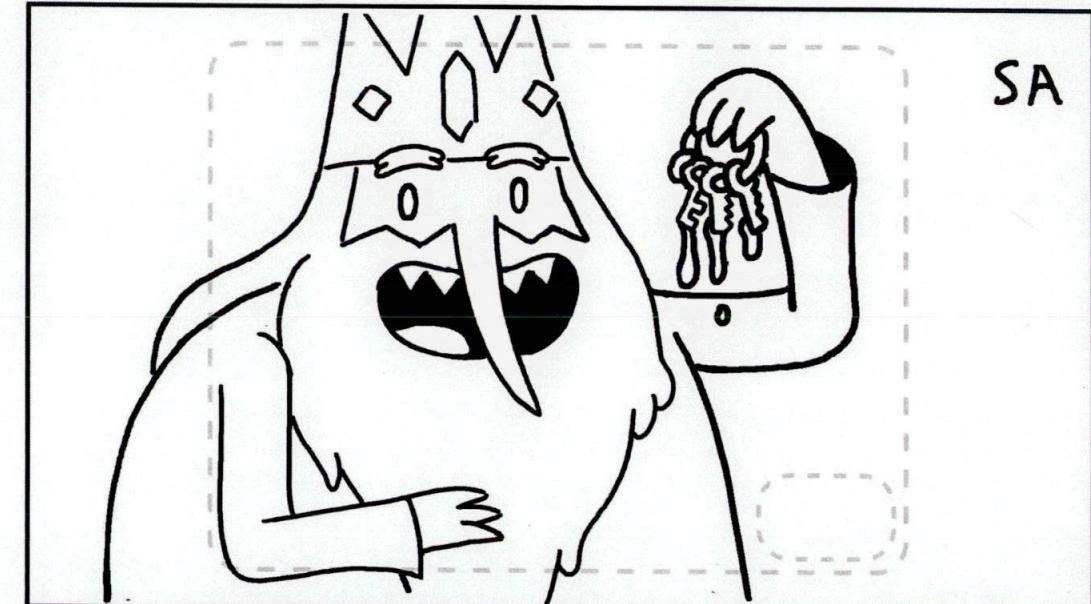
Sc. 155 cont Pnl. F

Bg.

Page 309

day night

SA



Dialog:

LK: MY KEYS!

Action:

DEC 02 2015

Timing:

Production:

1034/242

EPISODE # 1034-242

1034/242